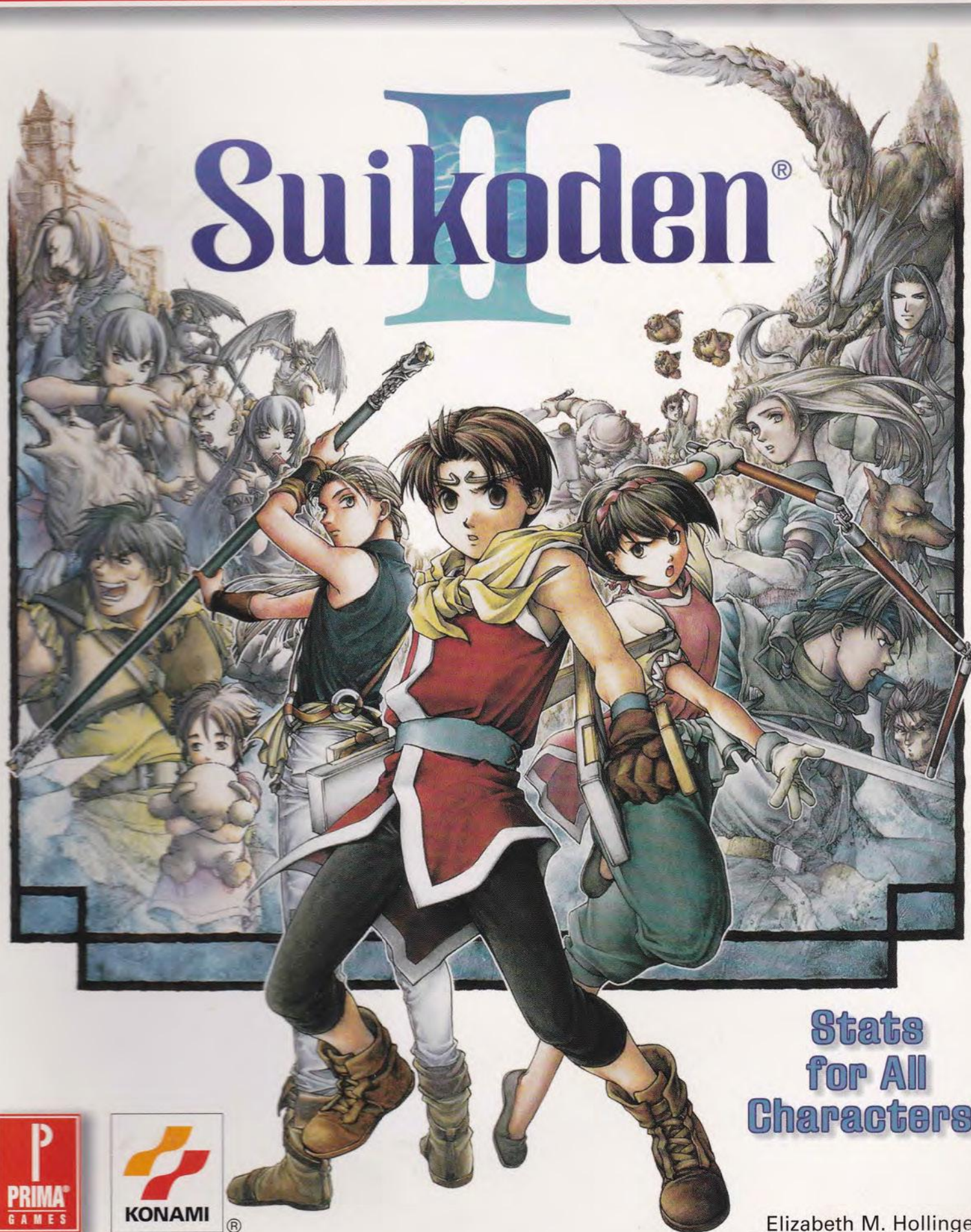


Suikoden® II



**Stats
for All
Characters!**



Elizabeth M. Hollinger



Suikoden® II

Prima's Official Strategy Guide

Elizabeth M. Hollinger

Prima Games

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A TALE OF TWO FRIENDS ACCEPTANCE AND BETRAYAL

"GIVE ME YOUR TIRED..."

A TALE OF TWO ALLIES

JOURNEYS TO DISTANT LANDS

RETURN OF THE NECLORD

THE BEGINNING OF THE END?

THE CAST OF CHARACTERS

MONSTER & BOSS COMPENDIUM

WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES

UNITE ATTACKS

THE HEADQUARTERS SYSTEM AND MINI-GAMES

SUIKODEN II SECRETS

2

15

24

34

48

62

78

90

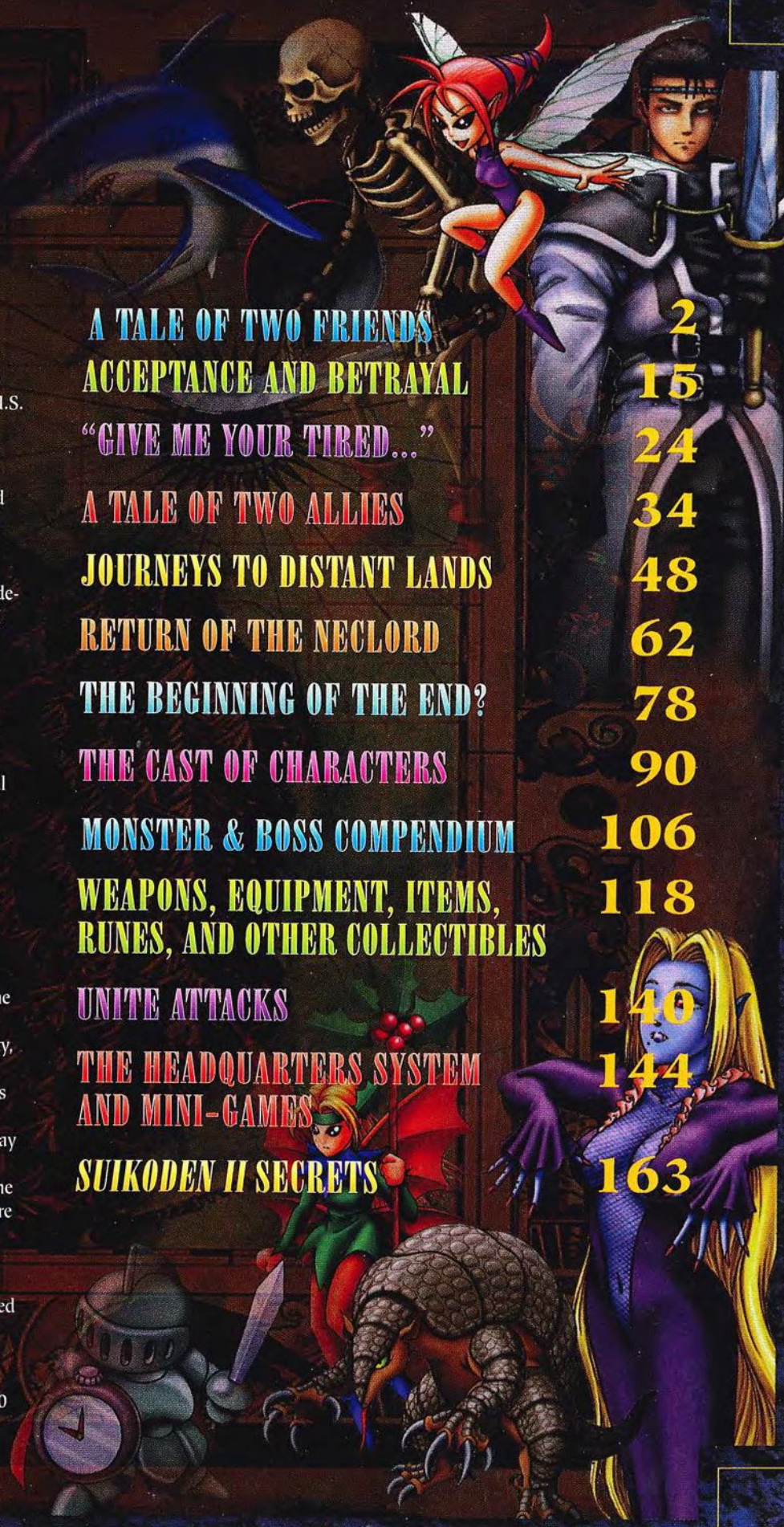
106

118

140

144

163



THIS LEVEL AT A GLANCE

LOCATION FLOWCHART

HIGHLAND YOUTH ARMY: UNICORN GARRISON

MERCENARY FORTRESS

RYUBE VILLAGE

MERCENARY FORTRESS

RYUBE VILLAGE

NORTH SPARROW PASS

KYARO CITY

MERCENARY FORTRESS

TOTO VILLAGE

MUSE CITY

TOTO VILLAGE

MERCENARY FORTRESS

PATH TO TSAI'S HOUSE

MERCENARY FORTRESS

TOTO VILLAGE

CHARACTERS WHO JOIN AUTOMATICALLY

Hero: This is the main character of the game (whom you yourself name). This guide refers to him as Hero.

Joel: Hero's best friend. He automatically joins up with you at the start of the game while escaping from the Unicorn Camp.

Gengen: This confident Kobold is assigned to lead you to Ryube Village.

Tuta: A young girl who volunteers to join you and Gengen on your trip to Ryube Village.

Ellie: Member of a traveling troop of circus performers. Ellie joins your party with Rina and Bolgan once you volunteer to participate in one of their tricks.

Rina: Member of a traveling troop of circus performers. Rina joins your party with Ellie and Bolgan once you volunteer to participate in one of their tricks.

Bolgan: Member of a traveling troop of circus performers. Bolgan joins your party with Rina and Ellie once you volunteer to participate in one of their tricks.

Nanami: The Hero's older sister. Nanami joins after the events in Kyaro in order to protect her adopted brother.

Viktor: One of the leaders of the Mercenaries. Viktor joins your party after the events in Kyaro.

Flik: One of the leaders of the Mercenaries. Flik joins your party after the events in Kyaro.

Leona: The Barkeep in the Mercenary Fortress. She tends the bar and helps you manage your party members.

Barbara: Works in the storehouse in the Mercenary Fortress. Talk to her if you need to stow items.

Apple: A brilliant strategist who joins your party after the events in Toto Village.

Tsai: Creator of the Fire Spears. He joins the party once you are sent to find him.

Beginnings

Saikoden II starts humbly in the camp of the Unicorn Brigade, a division of the Highland Youth Army. It is the evening before the troops are supposed to return to their hometown of Kyaro and young Hero and Joeli are anxious for the sun to rise.

You have the option of going to bed or wandering around the area. Choosing to wander around will not put you in danger and allows you to talk to people and get your bearings. Leaving the camp from the western gate takes you northwest to a cliff overlooking a waterfall. Exploring the area to the east of the camp takes you past a line of guards to the beginnings of a dark forest. Joel will not allow you to wander any farther—even after you see a strange person in the bushes.

Millie: This perky girl can be found wandering around the entrance to the forested path in Ryube Village. Help her catch her lost pet, Bonaparte, and she'll join your group.

Shiro: When you recruit Kinnison, his canine companion Shiro joins automatically.

Hanna: This Amazonian warrior can be found hanging around in Toto Village. She will not join your cause until after the village has been burned down.

A stranger in the bushes?!

???
"Hey!"

Rowd orders you to go to bed.

Unfortunately, all you can do at this time is wander and have the same conversations over and over again. The real action starts once you go to sleep. You are awakened by the screams of your comrades, and you quickly dress and rush out of the tent. Taking the path to the east as ordered, you find dying bodies of the Youth Army soldiers slumped on the sides of the path. At the end of the line, Joel urges you to return to the camp. By this time all of your comrades are dead.

Do you run or return to camp?

Joel
They might be waiting in the forest to ambush us. Let's go back and report to Captain Rowd....

In the camp you spy Captain Rowd speaking with another man (Prince Luca Blight) about the success of their plot to frame the City Alliance for the attack. They're unaware of your presence, and you can choose to run away secretly or confront Captain Rowd.

Choosing to confront Rowd puts you in danger!

Confronting Captain Rowd plunges you into battle as the two men try to finish killing off any witnesses to their crime. Once you've defeated the Highland soldiers, escape to the north. If you choose to escape anyway, you avoid this battle.

Run away!

Joel
"Let's run, Hero. But if we go east, we'll be killed. Maybe if we go north up the cliff, we'll be able to escape."



Hero and Joel's Unite Attack is extremely effective at taking out large groups in a single blow. In the battles that occur in this section of the game, their Unite Attack is guaranteed to take out everyone except for the Commander. One more attack by either character will finish him off easily in the next round.

To the North, your escape route ends in thin air. Before you and Joel can decide what to do, Rowd catches up and sends more of his soldiers to attack you. Defeat them and Rowd rushes off for reinforcements. Your only option is to jump into the river below.

You're trapped!

Rowd
"You'll never learn the answer to that. You'll die here, victims of the Alliance's 'surprise attack'. Your future ends here."

X marks the spot—remember this location!

Joel
"If we make it..... but... somehow get separated.... Let's return to this spot."

Joel makes a mark on the rock face and urges you to do the same. The idea is that if you get separated after the jump, you can always meet back here. If you're ready to go, choose to make your jump. If you want to fight a bit longer, refuse to jump until you are attacked by more enemy units.

A Chance Meeting

After the opening credits, Hero is found by a strange group of mercenaries. If you played the original *Suikoden*, you'll recognize the leader as Viktor. He questions you to find out exactly who you are and what you're doing floating downstream. Whether you reveal everything or keep silent, you find yourself introduced to Flik as a prisoner and taken back to the Mercenaries' Fortress.

Regardless of how you answer, Viktor makes you his prisoner.

After dinner and rest, you are put under the charge of Pohl, who leads you to the warehouse to do some light cleaning. Press up against the boxes to push them against the walls and pick up the Rope on the way out.



???
"Hmmm... So where are you from, then? If you lie, I'll cut out your tongue!"



Push against the boxes until they start to move.

Talk to Barbara to get the Boots!



Then you are sent to run errands. You need to pick up the following from people around the Mercenary Fortress: two Pairs of Boots (get from Barbara), three Flints (talk to the Blacksmith), and two bags of Flour (from the Item Shop upstairs). You can get everything pretty easily except for the Flour, which the Item Shop owner is out of. Bring everything you've collected so far to Pohl (who will have a sudden lapse of memory) and he'll make arrangements for you to travel to nearby Ryube Village.



The store is out of Flour.

MERCENARY FORTRESS: AT A GLANCE



Item Shop Merchandise

Medicine (100P)
Antitoxin (200P)
Escape Talisman (500P)
Cheek Guards (1,000P)

Rare Finds

Mega Medicine (500P)
Gauntlet (1,700P)

Miscellaneous Comments

When you first arrive here, you're a prisoner and your access is somewhat limited. However, after the events in Kyaro, you return as an ally and this becomes a mini-Headquarters for a while. Leona at the bar handles all of the party management while Barbara provides a secure place for depositing your extra goods.

Trip to Ryube Village

With Leona's help, Pohl sends you to Ryube under the guidance of Gengen (a Kobold) and Tuta (a young girl). On your way to Ryube, you can wander around the region pretty much at will. This is a good time to get used to the Battle System and earn some money. Ryube Village is located to the northeast of the Mercenary Fortress, a quick walk away. You can find Flour at the Item Shop as well as a bunch of other things. When you're ready, return to the Mercenary Fortress and report back to Pohl.



Gengen and Tuta report for duty!

RYUBE VILLAGE: AT A GLANCE



Building Information

Inn (70P/person a night)
Blacksmith (Sharpens to LV 2)
Armorer
Item Shop

Armorer Merchandise

Bandana (50P)
Leather Hat (100P)
Robe (100P)
Tunic (200P)
Leggings (200P)

Rare Finds

Karate Uniform (700P)
Brass Armor (1,000P)

Item Shop Merchandise

Medicine (100P)
Escape Talisman (500P)
Antitoxin (200P)

Rare Finds

Mega Medicine (500P)
Flaming Arrows Card (700P)

Characters You Can Recruit

Ellie
Rina
Bolgan
Rikimaru
Millie

Miscellaneous Comments

Ryube Village is a great center of commerce and conversation for the first level of the game. When it burns down, don't write it off. Later on in the game, the townspeople return and try to carve some sort of order out of the ashes.

A Visitor in the Night

Your next job in the Mercenary Fortress is to clean up the Oil on the floor. Pohl gives you a Rag and sets you loose in the fort. There are five areas to clean up, including one in Flik and Viktor's command room. Get them all and you end up with an Oily Rag and a surprise.



Scrub those stains out!

Back in your cell, you hear the faint voice of Joeli, who's come to rescue you. You try to escape, but are caught by Viktor and Flik. Your next

chance comes the following night. Joeli manages to open the cell door and the two of you use the items you've collected during your chores to escape. The Flint is used to set the Oily Rag on fire as a distraction while the Rope, when tied to the railing of the second floor balcony, is perfect for sliding down to freedom. You'd better get running before the mercenaries figure out where you've gone!



A quick diversion and a slide down a rope is all it takes to escape!



Homeward Bound!

Before you head to the entrance of North Sparrow Pass (which will lead you home to Kyaro City), return to Ryube Village for supplies and companionship. The circus performers that you saw earlier need a volunteer, and you're just what they're looking for! Don't flinch during the knife-throwing exhibition! When the show is over, you'll have the opportunity to invite Ellie, Rina, and Bolgan to travel along with you. It's safer to travel in large numbers, so don't hesitate to recruit them!



If you flinch, you'll get hit!

North Swallow Pass

NORTH SWALLOW PASS: AT A GLANCE



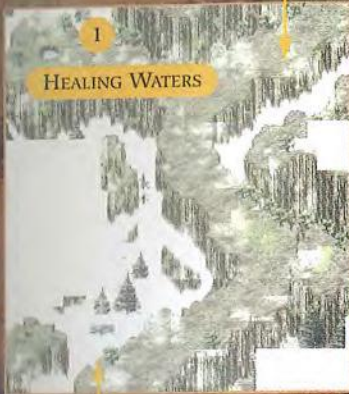
Treasure Data

1. Fire Wall Scroll x1
2. Escape Talisman
3. Brass Armor
4. Feathered Hat

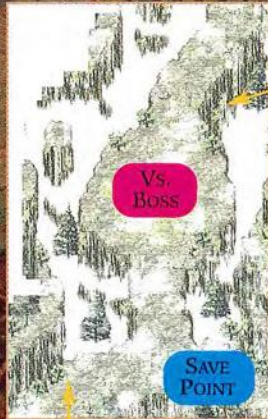
Monster Data

Bandit A
Bandit B
Bandit C
Bon Bon
Cut Rabbit 2
KillerBee
Wolf
Boss: Mist Shade (Male and Female Forms)

EXIT TO
KYARO VILLAGE



HEALING WATERS



VS.
BOSS

SAVE
POINT



ENTRANCE TO
RYUBE VILLAGE



The entrance to the pass leading to the Kyaro region is patrolled by guards with orders not to let anyone pass. Fortunately you have Rina on your side. She manages to sweet-talk one of the guards into letting your group pass. Without her, you'll never manage to get by.



Rina is the key to gaining entrance to North Sparrow Pass.

North Sparrow Pass

is pretty straightforward. About a quarter of the way through the pass, you find a pool of water with healing properties and three-quarters of the way you find a Journeyman's Crystal or a Save Point. Be sure to save your game there before you meet up with the Mist Shade.

These are the two most important locations in the Pass.



"Delicious water.
HP and MP recovered."



The Journeyman Crystal is shining.
Do you wish to save?

SUIKODEN II

The Pass is guarded by a monster called the Mist Shade. This beast comes in two forms (male and female), each with its own strengths and weaknesses. The Male form has a high-damage physical attack that he can use two to three times a round. The Female shade relies on a Lightning attack that affects everyone.



Each form of the Boss has its own attacks.



When attacking the Male form, be sure to use Fire-based attacks like Rina, Eilie, and Bolgan's Circus Attack or spells from Rina's Fire Rune. The Fire Wall Scroll that you found earlier is also a good choice. Inflict 800HP damage on the Mist Shade as a whole and you'll be allowed to continue to the end of the pass.



The Circus Attack does a great deal of damage to the Male Mist Shade.

Home Sweet Home

Kyaro City: At a Glance



Building Information

Inn (200P/person a night)
Item Shop

Item Shop Merchandise

Medicine (100P)
Antitoxin (200P)
Escape Talisman (500P)
Gloves (300P)
Cheek Guards (1,000P)

Rare Finds

Bolt of Fury Card (700P)
Wing Boots (10,200P)

Characters You Can Recruit

Mukumuku
Nanami

Miscellaneous Comments

Because a rumor is going about that you are traitors and murderers, most people will keep their distance. The merchants aren't that picky, so feel free to buy anything you like as long as the guards don't catch you.

Genkaku's dojo is filled with nice merchandise if you know where to look. A table in the south bedroom holds a Book and Nanami's favorite vases are on a table in the dojo proper. Grab one on your way out for some quick cash!

After a harrying trip through North Sparrow Pass, it feels good to be home, doesn't it? Unfortunately, all sorts of rumors are floating about regarding two boys who betrayed and helped massacre the entire Unicorn Youth Brigade! Joel heads for his home to the north of town and you are encouraged to visit yours as well. Genkaku's dojo, your only home, is located to the west of the gate through which you entered.

Home at last!





Before you go looking for Nanami, take the dirt path that leads to the wooded area behind the dojo. You find a large tree there that's worth examining. Circle the tree three times and you'll find yourself with a new friend, the flying squirrel Mukumuku!



You find Nanami outside, praying at Genkaku's grave marker (you need to access this through the dojo itself). Her exuberant welcome is both heart- and backbreaking! She explains that you and Joei are under suspicion for the massacre of the Unicorn Brigade! The two of you decide to flee the city, but before you can get off the front porch Rowd has his soldiers arrest you both.



Grab one of these vases before you leave the dojo!



Fight for your lives!

In a separate event, Joei is arrested too after his father disinherits him. If you leave the city before reuniting with Nanami, you'll see this event first and Joei will be waiting for you in jail. If you do not leave the city before your reunion with Nanami, this event occurs after your arrest and you will arrive in the jail cells before Joei is brought in.



Joei has problems of his own.

Regardless of the order, the three of you are reunited in jail. Your old friend, Captain Rowd pays you a visit to bring you up to speed on his plan. In order to get ahead in the Highland Army, he decided to use your desertion to his advantage. Arrested as the brains behind the Unicorn Brigade Massacre, you and Joei face execution and because dead men tell no tales, Rowd figures that the truth of his treachery and Luca's brutality will never become public knowledge.



Rowd's plan is revealed!

Joei and Hero are led to the gallows but before the execution can be carried out Viktor and Flik arrive and rescue you. Before you rush out of the city,

Joei remembers that Nanami is still locked up. If you choose to go get her, you'll find that she's escaped on her own and is terrorizing the guards. If not, the whole party gathers at the gate and escapes from Kyaro together.



Help arrives, not a moment too soon!



Nanami menaces the guards!

Recruitment Drive!

Return to the Mercenary Fortress via North Sparrow Pass. When you arrive you're given free rein of the Fortress because you are now allies instead of prisoners. You are also given leave to go and recruit new members. First head over to Ryube Village where you find two people in need of your help.



At this point in the game, the Mercenary Fortress becomes your mini-Headquarters. Talk to Leona when you want to change party members, and Barbara should you need to leave anything in storage. The only danger to storing things with Barbara lies in the events soon to come. Once the Mercenary Fortress is captured and your friends all flee to safety, it will take a while before you manage to gather them all up again. In other words, the stuff you leave with Barbara while the war breaks out will stay with her, out of your reach, until you set up your permanent Headquarters at the end of Level 3.



The first one is a man named Rikimaru who has passed out from "malnutrition" in front of the inn. Treat him to a large dinner (3,000P worth of food!) and he'll join your party.

Rikimaru is a strong fighter and is a great addition to your team at this time.

Millie asks for your help.

A young girl named Millie is easily found pacing back and forth in front of the gates to the forest behind Ryube. Agree to help her find her lost pet and you'll find yourself instantly teleported into the "Path to Tsai's House" area (look ahead for maps). Bonaparte is lurking in the southeast corner of the forest. Turn right instead of going north at the first fork in the path and you'll run right into him where the path dead-ends. To re-capture him, you'll have to defeat him in battle.



Bonaparte does not plan to be captured without a fight!

Bonaparte is extremely strong and extremely fierce for a pet of his size. His

vacuum attack sucks one person in and does about 30-40HP of damage. On the positive side, he can only attack one person once per round and is weak against Fire attacks. Having Rikimaru in your party and a large supply of Medicine is a big help in this battle. Defeat Bonaparte and Millie is yours!



Bonaparte sucks people in and spits them out!



While you're in the woods, go ahead and explore. To the north you find a nest that's fallen to the ground. Replace it in the tree and come back a little later when you'll find nature lover Kinnison and his companion Shiro. Admit that you're responsible for the good deed and they join your party.

TOTO VILLAGE: AT A GLANCE



Building Information

Inn (50P/person a night)
Appraiser (50P/Item)
Item Shop

Item Shop Merchandise

Medicine (100P)
Escape Talisman (500P)
Cape (400P)
Wooden Shoes (100P)

Rare Finds

Antitoxin (200P)
Feathered Hat (500P)

Characters You Can Recruit

Zamza
Hanna
Apple

Miscellaneous Comments

Toto is the place to go to have any Items you may have picked up looked at. The Appraiser's fee is pretty reasonable especially if you have picked up any valuable curios. Also, keep checking back at the Item Shop for additions to their Rare Finds list. A Feathered Hat may come in handy sometime and you'll only have access to this town for a short while.

Pilika's Errand

When you enter Toto Village with Joel in your party, you get to witness a reunion between Joel and the family who rescued him from the river. Their daughter Pilika is especially fond of Joel and asks him to go to Muse and buy a special amulet for her father. Take the assignment as a favor to Joel and cross over the bridge to the west and head into the Muse region.



Pilika has a favor to ask.

Follow the road west until you reach a large city. This is Muse, and the Item Shop you want is located to the left of the entrance. Unfortunately the estimated cost that Pilika gave you is a bit off and you need to cough up some of your own money (or Joel's) to cover the difference. Purchase the Wooden Amulet and return to Toto Village.



Muse City is straight ahead!



The Item Shop with Pilika's amulet



Muse City isn't covered until Level 2, but you're free to wander around and make purchases. Of interest is a Rune Engraver in the eastern part of the town (look for the Crystal Ball icon). This is your first opportunity to buy and embed Runes, and you may want to take advantage of it.

This Means War?

You return to Toto to find that it has been burned to the ground by Highland forces. Pilika waits in the ruins frightened and crying after seeing her family and friends massacred before her eyes. While Joel comforts her, a girl named Apple arrives. Apple explains what has happened and asks to be taken to Viktor at the Mercenary Fortress.



Another Suikoden veteran makes the scene.



It is now possible for you to recruit Hanna, who waits in the ruins of Toto Village.

Return to the Mercenary Fortress and lead Apple upstairs to Viktor and Flik's office. After reminiscing about old times, Apple explains the demise of Toto and you are dismissed briefly while they try to come up with a plan.



A reunion between old friends.

After you get Pilika to bed, Viktor and Flik summon you to their office. It seems they have a job for you. In the forested area next to Ryube lives a man named Tsai of the Divine Spear. Tsai is the only person who has the ability to repair the Fire Spears that are vital to the defense of the Mercenary Fortress against Highland's expected onslaught. Accept and Flik will give you 2,000P to be used as Tsai's payment.

Flik has a job for you.



The Path to Tsai's House

THE PATH TO TSAI'S HOUSE: AT A GLANCE

Treasure Data

1. Gauntlet
2. Leather Cape

Monster Data

GiantSnail
Spider 2
WildBoar
Woodpecker 2
Boss: Bonaparte

Characters You Can Recruit

Kinnison
Shiro
Tsai
Tomo (Level 5)

Head back to Ryube Village with your favorite party members and enter the forest through the northeast corner of the village. You should be familiar with this area from your recruiting earlier. If you haven't done so already, take this opportunity (it's your last!) to recruit Millie, Kinnison, and Shiro.

Take the path northwest to Tsai's house and take a look inside. When he returns and finds you there, he won't exactly be pleased, but he will decide to return to the Fortress with you. On the way back to Ryube, you see Luca's army in action, burning the village to the ground.



Tsai finally comes home.



A glimpse of Luca's brutality.



A Test of Loyalty

After you return to the Mercenary Fortress with Tsai, Flik and Viktor will try to send you along to Muse. If you ask to join the crew (instead of fleeing to Muse), Flik will test your mettle in a Duel Battle.



Will you fight or run?

Duel Battles are interesting challenges. Each of your opponent's attacks is prefaced with a taunt of a sort. If you can learn to sense what each taunt means, then you'll find that you can easily emerge from these duels victorious. The following list is a sample of some of Flik's taunts. As you can see, Wild Attacks are usually introduced by a boast while Defend taunts try to goad you into rash attacks.



Paying attention to what your opponent says helps you decide your own strategy.

"Okay, it's your turn. Let's see what you've got." = Defend
 "C'mon take a swing at me." = Defend
 "This is just a waste of time." = Attack
 "That's how to attack. Got it?" = Attack
 "Here goes! Hope you can handle this!!!" = Wild Attack
 "The next one's going to hurt!" = Wild Attack

Counter Defends with Attacks, and Wild Attacks with Defends. Defending against an opponent's Attack will most likely hurt you, while Defending against his Wild Attack gives you a major advantage. The most damage inflicted in a battle is usually under the Defend-Wild Attack situation.

If you win the duel, Viktor will allow you to lead your own company. An event follows where you and Joei decide upon its name. Orange Company is Joei's favorite, but the choice is yours!



Joei approves of your choice of names.

Major Battle 1

Three of Luca Blight's Generals, Solon Jhee, Culgan, and Seed, have decided to put an end to your little band of rebellious mercenaries before Luca Blight arrives, so they attack earlier than expected. When the battle call comes, join everyone else outside for a quick briefing.



You can choose to delay the battle if you wish to save your game.

During the battle itself, Apple will explain the basic commands that you'll be using in later battles. Because most of the other troops are controlled by the computer, your only real job is to sit and watch. With the Fire Spears on your side, victory is pretty much guaranteed.

Major Battle 2

Once again, this battle is more for training and narrative purposes than sheer playability. General Kiba commands the battle this time for Highland and Solon Ihee joins him, seeking revenge. Viktor orders everyone to stay in the fort. This is good advice and you should follow his orders.

This time, to everyone's surprise, the Fire Spears have no effect on the enemy troops. In addition, Luca's own forces make a surprise attack from behind, cutting off any chance of victory or even orderly retreat.

This battle can't be won, so the mercenaries split up and take to the road. The idea is to meet up in Muse City.



Luca's appearance puts a quick end to the battle.

You and Joel are about to leave when Joel remembers Pilika. Upstairs you find Luca about to kill both Pohl and Pilika. Joel intervenes but is overpowered by Luca until the beginning of an explosion startles him, allowing Flik and Viktor to save you once again.

Whether you want to or not, you will have to help Joel rescue Pilika.



The Refugees

You all escape in enough time to watch the Fire Spears explode and destroy the Fortress. A group of you convenes and Joel notices that Pilika can no longer speak from the shock. Continue to Toto with your randomly chosen team.



The computer decides which party members you'll be traveling with for a while.



The computer randomly decides which of your teammates will travel with you to Muse. Joel and Nanami are givens, but the other three spots can be filled by any of the people you recruited. If you

don't like the people you've been given (and you will have to travel with them for half of the next section too), reload from your last save and hope for a better roll of the dice.

Recognition

In Toto, Pilika leads you to the mysterious shrine in the northeast corner of town. Inside you find a pillar that bears an inscription signed by Hero's adoptive father, Genkaku, and a man named Han. Reading it causes you and Joel to be transported to another part of the shrine. Leknaat, keeper of the Gate Rune, appears and encourages you to go farther inside to receive your destiny. Your character is probed and you are recognized by the 27 True Runes. Hero receives the power of the Bright Shield Rune and Joel receives the power of the Black Sword Rune.



An enigmatic inscription; who is Han?



Hero receives the Bright Shield Rune.

It is now time to head off to Muse where the rest of the mercenaries await.

ACCEPTANCE AND BETRAYAL

THIS LEVEL AT A GLANCE

Location Flowchart

MUSE CITY

WHITE DEER INN

SINDAR RUINS

WHITE DEER INN

MUSE CITY

MUSE-HIGHLAND CHECKPOINT

MUSE CITY

CORONET TOWN

Characters You Can Recruit

Tuta: You meet up with her a second time in Muse. Invite her to join you and she'll introduce you to her mentor, Dr. Huan.

Anita: You find this woman in Anita's bar in Muse. Do two or three nice things for her and she'll deign to join your party.

Rikimaru: If you missed him in Ryube, you'll have a second chance at recruiting him in Coronet.

Escape to Muse

When you arrive at Muse to meet up with the gang, you find the gates locked and guarded. Now that Highland's threat is hitting closer to home, an Entry Pass is required to enter the city to keep possible Highland spies out. Nanami tries to sweet-talk the guard and ends up annoying him. A seductress like Rina, she's not.



Where are you going to get an Entry Pass?

Characters Who Join Automatically

Gilbert: Coax him to change sides during the battle against Muse and then protect him from enemy attack. If he survives the battle, he's yours!

Eilie: Joins you along with Bolgan and Rina once you get transportation in Coronet.

Rina: Joins you along with Bolgan and Elie once you get transportation in Coronet.

Bolgan: Joins you along with Elie and Rina once you get transportation in Coronet.

Refuge in the Forest

Nestled in the woods to the east of Muse City lies a small, family-run inn. When you go there to contemplate your options, you are cheerfully greeted by Hilda. Soon thereafter her husband, Alex, fresh from exploring the nearby ruins, bursts in. After a night's rest, talk to the people in the inn and do some shopping.



The Runemaster can only be found at the White Deer Inn during this part of the game.

WHITE DEER INN: AT A GLANCE



Rune Engraver Merchandise

Fire (6,000P)
Earth (4,000P)
Pixie (4,500P)
Kite (8,000P)

Item Shop Merchandise

Medicine (100P)
Throat Drops (200P)
Leather Cape (1,300P)
Leggings (200P)

Rare Finds

Sacrificial Jizo (5,000P)
Belt of Strength (4,800P)

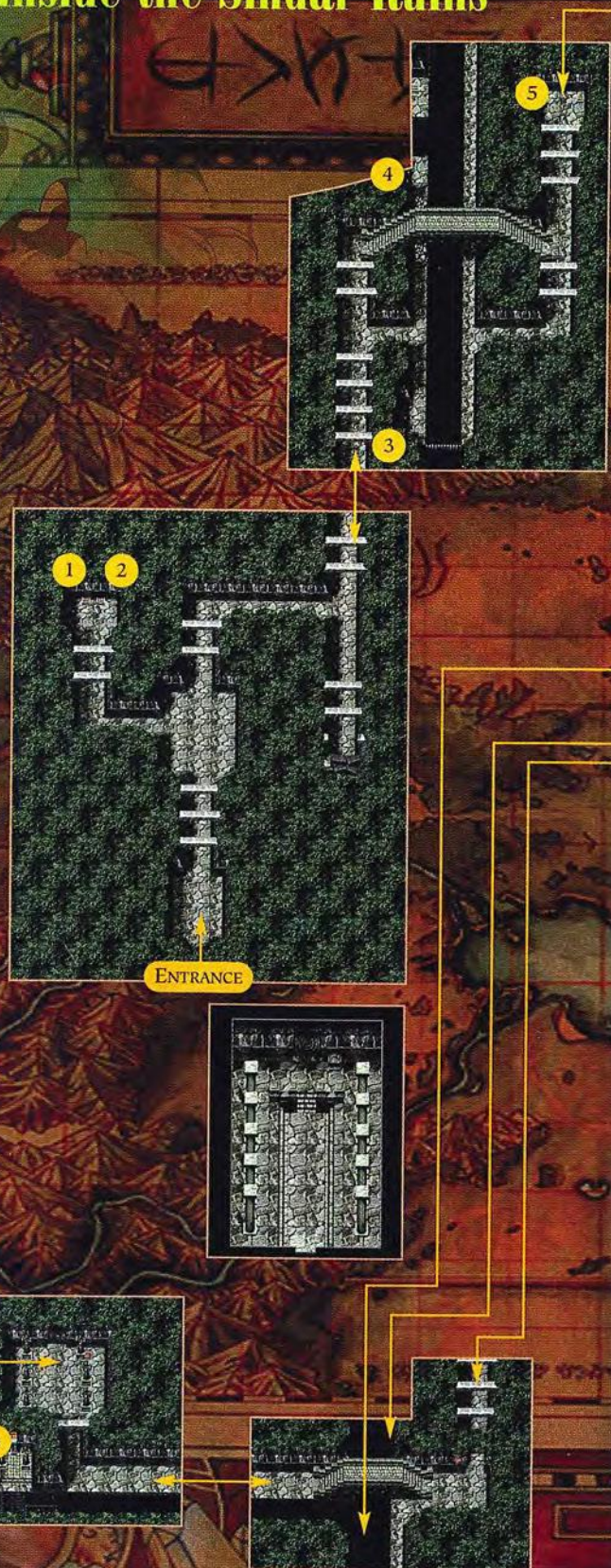
Alex's Proposition

During a conversation with his wife, Alex makes mention of his Muse Entry Pass. Nanami leaps on it and makes a deal with Alex. Because he couldn't find any willing people in Muse, your party will help Alex excavate the ruins' treasure in return for the use of his Entry Pass.



Sounds like a fair deal, right?

Inside the Sindar Ruins





SINDAR RUINS: AT A GLANCE

Treasure Data

1. Mega Medicine
2. Stone of Magic
3. Bolt of Fury Scroll
4. Water Rune
5. Gauntlet
6. Square Plate
7. Round Plate
8. Shoulder Pads
9. Triangle Plate
10. Chain Mail
11. Fire Lizard Rune
12. Magic Drain Rune
13. Old Book Vol. 2

Monster Data

Creepers
MegaWatt
Mr. Venus
Nightmare
Salamander
Boss: Double Head

Leave the inn with Alex in your party (he resides in the Convoy Slot) and go north down the path on the eastern side of the inn. The entrance lies at the end of the wooded path. Alex opens the door and you enter the ruins.

To get to the Sindar Treasure, you need to collect the variously shaped plates found around the ruins and use them to open up the sealed doors and drain the water from the ditches. Two of the three plates are used once and remain in their slots. The Square Plate, however, can be used in two places: a gate on the eastern side of the complex (which leads to a nice collection of rare and valuable treasure!) and the door to the treasure and boss room.



Move the statue to open a secret door.



These plates fit into the slots of locks and other pieces of Sindar machinery.

Guarding the Sindar Treasure is a double-headed snake called Double Head. You must defeat him in order to reach the treasure that Alex has been looking for. Expect a rough fight if you've been using a lot of magic on your way here. In fact, I recommend running back to the inn for a night's rest first if that's the case.



One head casts Fire spells and the other casts Lightning spells.



Double Head is the master of attacks that affect the whole party. He has a nasty physical attack as well as powerful Fire- and Thunder-based attacks. If you managed to secure a Water Rune on your earlier visit to Muse, be sure to cast Protection Mist on your party right way. Because Double Head is weak against Fire, Fire-based magic is also a good choice. Furthermore, Joei's Black Sword spells are also effective. Other strategies really depend upon your party's structure.



What's wrong with Hilda?

Maybe these were worth it after all.



After you've dispatched Double Head, you find the treasure (Healing Herbs), which is such an anticlimax that Alex discards it outside the ruins. However, when Hilda collapses from an unknown illness, you recognize the value of the Healing Herbs. Bring them back to Nanami and she'll use them to heal the sick innkeeper. After Hilda's quick recovery, you get Alex's Entry Pass and free room and board. Now you can continue on to Muse.

Entry at Last?

Nanami's latest brainstorm has you, Joei, and herself pretending to be Alex and his family in order to get into the city with Alex's Entry Pass. Unfortunately, it doesn't work and the gang is tossed into a cell for the night. Joei looks at the moon and vows to make their world safe for children like Pilika again.



Unfortunately, you can't say no to Nanami.

In the morning Viktor and Flik arrive to confirm your identities. They encourage you to go to Leona's new tavern and ask you to meet them in the City Hall later on.

Flik and Viktor to the rescue again!



MUSE CITY: AT A GLANCE



Building Information

Inn (100P/person a night)
Appraiser (100P/Item)
Blacksmith (to LV 4)
Armorer
Item Shop
Rune Engraver

Armorer Merchandise

Bandana (50P)
Leather Hat (100P)
Feathered Hat (500P)
Pointed Hat (1,200P)
Tunic (200P)
Leather Coat (700P)
Brass Armor (1,000P)
Wooden Shield (300P)
Boots (800P)
Gauntlet (1,700P)

Rare Finds

Pointed Hat (1,200P)
Guard Robe (1,700P)
Circulet (3,500)

Item Shop Merchandise

Medicine (100P)
Antitoxin (200P)
Needle (200P)
Throat Drops (200P)
Escape Talisman (500P)
Sacrificial Jizo (5,000P)

Rare Finds

Leggings (200P)
Flaming Arrows Scroll (700P)
Sun Badge (3,700P)

Rune Engraver Merchandise

Fire (6,000P)
Earth (4,000P)
Titan (6,000P)
Unicorn (6,000P)

Rare Finds

Water (7,000P)
Fury (15,000P)

Characters You Can Recruit

Anita
Tuta

Miscellaneous Comments

Leona has opened her own tavern in the inn. If you speak with her, she'll let you change your party members, etc. Keep an eye out for unusual items. The records room in the City Hall building has an Old Book of interest and people will give you unique items if you talk with them or help them out.

Come back to Muse City once you've liberated it to find new additions to the stores' inventory and presents from grateful people.

Lady Annabelle

Meet Viktor at the City Hall at the northern end of town. The four of you have an audience with Lady Annabelle who mysteriously knows about your families. Hmmm... Viktor asks her to take you three into her care and she assigns Jess to watch out for you.



Jess has a job for you to do while you're under his care.

If you walk into one of the archive rooms in the City Hall you'll find Jess talking to another person. They ask you and Joel to sneak into the Highland camp, using the Youth Brigade uniforms that they found, and find out how many provisions they have. Agree and return to the Tavern to flesh out your party.

Get ? Book in the stacks.



Before You Leave the City



Find Tuta wandering around the city and she'll take you to Dr. Huan. Tuta joins again in a medical capacity (Huan will automatically follow later on in the game as a result). Huan gives you Recipe 3 when you speak to him again.

Highland Garrison Recon



Recruit Anita! She's tough to get but well worth it (especially now). When she appears in Leona's bar, talk to her and help her out if possible by giving her antitoxin, refilling her glass of wine, and calling her beautiful. You will have to leave and return to Muse about three or four times (each time you leave and return, she asks you to do something else) before she finally asks what you're up to. Then you can recruit her. If you miss her this time around, she reappears later in Banner.



Meet up with Elza and she asks you to carry a couple of packages for her because she's being followed. Then Clive appears sensing the closeness of Star and Moon. When you return to the entrance of the city, Elza exchanges the packages for Sound Set 1. When Clive arrives on the scene, things get a bit dicey.



HIGHLAND GARRISON RECON MISSION: AT A GLANCE



Treasure Data

1. Belt of Strength
2. Circurett

Monster Data

- Armaddillion
- Armaddilloid
- Highlands (Bow) 4
- Highlands (Spear) 4
- Highlands (Sword) 4
- KillRabbit

PRIMA'S OFFICIAL STRATEGY GUIDE

Take the road from Muse City to the northeast until you reach the gated wall to the neutral zone. Talk to the guard and he'll lead you to a shortcut to the garrison through the woods.



The guards know why you're here and lead you into the woods.

When you arrive at the encampment, after changing into the ill-fitting uniforms,

you manage to convince a couple of the soldiers that you are legit and check out the provisions tent. However, upon leaving the camp you run into Captain Rowd who immediately recognizes you two and calls the guards. You hide in one of the tents and discover Princess Jillia. She hides you, but when you venture forth, Rowd spots you (he knew it all along) and calls the guards.



Grab the Fire Sealing Rune before you try to escape!



Inside this tent is where you find temporary sanctuary with Princess Jillia.

Joel sacrifices himself so that you can escape. You can't deny him his bravery, so run off and join the others in fighting off some of the guards. When Nanami asks you where Joel is, exhort her to leave unless you want to battle some more guards.



Choose the first option to leave the area and the second to keep fighting.

Where Is Joel?

Back in Muse, Jess and Annabelle are in a meeting, so return to the inn and meet up with Viktor and Flik. Everyone returns to the City Hall, where Viktor gains entrance to Annabelle's office. After you give your report, Joel's absence weighs heavily on everyone's minds.



Nanami pleads for a rescue mission.

Night falls and you have the option of joining Nanami and Pilika outside by the walls to wait for Joel.

He returns in time for the Hilltop Conference. The three of you head toward Joston Hill and meet up with Flik and Viktor.

A happy reunion.

As expected, the representatives of all of the cities that form the Joston City Alliance are present as Lady Annabelle pleads for help against Luca Blight and the Highland Army. Most of the city representatives express their doubts until a messenger appears and informs the audience that Highland has broken past the guards at the border and is marching upon Muse. The conference breaks up and you all head back to Leona's.



Jess delivers the bad news: it's war!

Major Battle 3

At Leona's, Annabelle asks Viktor and Flik to try to delay the Highland Army for a couple of days while the rest of the Alliance gathers its forces. Expect this to be a difficult battle because you are outnumbered and have many objectives to fulfill before its end.

Apple delivers the battle's lofty objectives.



ACCEPTANCE AND BETRAYAL

First of all, you can't win—so don't bother trying (especially because you can only control your unit). But you do need to recruit Gilbert and keep him alive until the battle's end. To do this, either Viktor or Flik must attack Gilbert first, then persuade him to join your group. He joins easily enough, but, unfortunately, two to three rounds will have elapsed, giving Solon Jhee's forces enough time to close the gap between the two armies. This is where you come in! You must work fast to move Hero's main group up towards Gilbert's army so that you can heal him (and anyone else in the vicinity) with the Bright Shield Rune. You must recruit and shield Gilbert in order to have all 108 Stars. If he dies in this battle, you will not have another chance to recruit him!



Flik persuades Gilbert to defect to the side of the Alliance.

You are also joined by Miklotov, leader of the Blue Knights, and two of his troops for two-thirds of the battle. At that point, his countryman Camus arrives and delivers orders from Lord Gorudo to withdraw from the battle. When that happens, only one round remains in the battle. You need to keep all of your main troops (Viktor, Flik, Gilbert, and yourself) alive until Jhee surrenders.

Signs of Betrayal

Unfortunately, Gorudo's order for Miklotov's army to withdraw from battle stirs up suspicion about the Alliance's true allegiances. This is furthered by signs that Joel's time at the Highland's Garrison may have spurred a change of heart. Secret meetings with secretive characters seem to be signs that Joel is going to betray the Alliance.

After the battle, Joel, Nanami, and Hero visit Annabelle to see what she knows about Grandpa Genkaku. You arrive to hear Gustav from Tinto and Granmeyer from South Window arguing about the former's decision not to commit his troops until Highland's motives are known. Annabelle asks the three of you to re-visit her later on in the evening. Joel asks her why she's fighting this war and Annabelle can provide no reason other than loyalty to her city.

You return to Leona's. Joel disappears for a while, which causes the Hero to become disturbed. You find him talking to Kage, a shadowy ninja, and ask him what's up. Joel acts evasive and Hero worries even more.



Hero questions Joel after spotting him in a compromising position.

Later that night, Viktor and Lady Annabelle share a drink. After Viktor leaves, Hero and Nanami decide to visit Annabelle as well and find that Joel has preceded them. Joel assassinates Annabelle just before Hero and Nanami walk in. He runs and Jess finds the two next to Annabelle's body. It seems that Highland has attacked the city and that forces within conspired to open up the gates and let them in.



Annabelle questions Joel's resolve.



Jess makes a surprising discovery.

Running Away Again

Run back to Leona's to get Pilika. There she tells you that everyone is meeting up at South Window and that you can take a boat to there from Coronet. You have no other choice but to flee on your own (with Nanami and Pilika).



Leona explains the group's plans.



Nanami comforts a worried Pilika.

CORONET TOWN: AT A GLANCE



Building Information

Inn (90P/person a night)
Blacksmith (to LV 5)
Item Shop

Item Shop Merchandise

Medicine (100P)
Antitoxin (200P)
Kindness Drops Scroll (700P)
Shoulder Pads (2,000P)
Boots (800P)

Rare Finds

Tunic(200P)
Karate Uniform (3,000P)

Characters You Can Recruit

Eilie
Rina
Bolgan
Rikimaru
Genshu(Level 6)

Miscellaneous Comments

Coronet Town remains out of bounds for much of the game, so enjoy it while you can. This is a good place to sharpen your weapons in the first two sections of the game. In addition, a guy in a room off the tavern claims to know something about cooking. Talk to him and get one of those rare Recipes.

Wanted: Transportation to Kuskus!

Coronet Town is located due north of Muse City. You run to the port only to find it closed off by Highland soldiers. Luca Blight has ordered that no ships should leave Coronet and everyone seems willing to abide by that decision. Head back to the inn and you run into your old traveling buddies, Elie, Rina, and Bolgan again!



What are you guys doing here?

In a green hut in the southeast corner of town you find some old friends (Tai Ho and Yam Koo from Suikoden) who have a boat and will carry you across the lake if you beat them at Chinchirorin. Follow the instructions and hope for the best. As with most dice games, winning here is mainly a matter of chance. Be sure to save the game before you embark on this endeavor.



Tai Ho's services seem to be in great demand.

Tai Ho explains the rules, so listen well!



When you win, return to the inn and grab your old circus mates then head back to the shack for your ride across the lake to Kuskus.

Don't forget to pick up Rina and the others before you leave for South Window!



ACCEPTANCE AND BETRAYAL

"GIVE ME YOUR TIRED..."

THIS LEVEL AT A GLANCE Location Flowchart

KUSKUS TOWN

SOUTH WINDOW CITY

NORTH WINDOW CITY

CAVE OF THE WIND

NORTH WINDOW CITY

RADAT TOWN

HEADQUARTERS

KUSKUS TOWN

HEADQUARTERS

Characters Who Join Automatically

Freed Y: When you speak to Lord Granmeyer in South Window, he asks you to take Freed with you when you check out North Window.

Kahn: He joins your party for a short time to help you defeat the Neclord. You find him in the depths of the Cave of the Wind.

Shu: A master strategist who studied under Matthiu with Apple, he now resides in Radat where he's made a killing in trade. You have to think quickly on your feet to persuade him to join your cause!

Luc: An apprentice of Leknaat, the keeper of the Gate Rune, Luc is sent to your new Headquarters to help out your army.

Huan: Once you've acquired your Headquarters, this helpful doctor automatically joins your army if you recruited Tuta in South Window.

Characters You Can Recruit

Zamza: If you missed out on this character in Toto Village, you have another chance to recruit him in Kuskus.

Tai Ho: Return to Kuskus when you need a sailor to take you to Lakequest and Two River (once you've won your Headquarters) and win his help by beating him in a few games of Chinchirorin.

Yam Koo: He automatically joins your party along with Tai Ho.

Oulan: This female bodyguard appears when you enter Kuskus with an entirely female party and explore the western part of the village. After she rescues you, invite her to join your army.

Alex: Alex and Hilda have taken refuge in the South Window Inn. Once you've acquired a Headquarters for your army, return and ask them to join you.

Hilda: Alex and Hilda have taken refuge in the South Window Inn. Once you've acquired a Headquarters for your army, return and ask them to join you.

Clive: You find Clive lurking in the shadows near the entrance to South Window. Once you've secured a boat and can travel to Lakequest, invite him to go along.

Adlei: This wacky inventor lives in South Window. Once you've gained a Headquarters, talk to him and bring him the three items he asks for (a Sacrificial Jizo, Wooden Shield, and a Wind Rune). Be sure to throw the third item at him and he'll join you right away!

Amada: Return to Radat before you go to Two River City and look for Amada. If you can defeat him in another duel, he will join your army.

Yoshino: Yoshino, Freed's wife, lives in their home in Radat where she can often be found hanging their laundry in the backyard. If you bring the two together after you've acquired your Headquarters, she'll insist upon joining the army to be with her husband.

"GIVE ME YOUR TIRED..."

Richmond: Once you've set up your Headquarters, return to Radat and talk to Richmond. If you can figure out why he keeps winning the coin toss (hint: talk to people in the bar!), he'll become your own personal informer.

Templeton: Return to the ruins of the Mercenary Fortress and you'll find this youthful cartographer attempting to persuade the Highland guard to let him survey the land. Follow him to Toto Village and recruit him there. Templeton gives you the Suiko Map.

Arrival in Kuskus

Tai Ho drops you off at the docks and leaves you to your own devices. Because not much is going on in Kuskus now, it's time to make your way to the meeting place in South Window City. Stock up on goods and be sure to have your weapons sharpened first!



Check the bookshelf in the wealthy family's house in the north of town.

KUSKUS TOWN: AT A GLANCE



Building Information

Inn (90P/person a night)
Blacksmith (up to IV 6/LV 11)
Item Shop

Item Shop Merchandise

Medicine (100P)
Escape Talisman (500P)
Flaming Arrows Card (700P)
Gauntlet (1,700P)

Rare Finds

Mega Medicine (500P)
Sacrificial Jizo (5,000P)
Recipe 11 (2,700P)

Characters You Can Recruit

Oulan
Tai Ho
Yam Koo
Tessei (Level 6)
Karen (Level 6)

Miscellaneous Comments

The fun in Kuskus starts later on, once you've founded your Headquarters. You'll need to take care of a band of bullies that's roaming around the town picking on women, and later on, there's a dance contest to win. Note that the local Blacksmith sharpens his skills after your first visit to Greenhill City. Be sure to sharpen your weapons there often!

Reunion in South Window City

Follow the dirt road south to the city of South Window. Inside its walls you find Viktor waiting for the arrival of refugees, like yourself. He leads you to the inn where Flik is waiting patiently.



Viktor waits to greet you by the entrance.

Head over to the City Hall building for a meeting with Lord Granmeyer. He tells you that the South Window region has had more to fear than the Highland Army ever since young girls started to disappear near the deserted town of North Window. He asks you to check it out and sends his right-hand man, Freed Y, to go with you. Freed joins your party and you return to the inn.

Lord Granmeyer has a favor to ask of you.

After much discussion, the content of your party is decided. You, Viktor, Nanami, Freed, and Elie are to go off to North Window while Flik, Rina, Bolgan, and Pilika get to sit in the inn and drink tea. Make whatever preparations are necessary (embedding Runes; sharpening weapons, upgrading equipment, etc.) and then head to the northwest corner of the region.



Granmeyer: "Muse has fallen to Highland and South Window is now in peril. Your reputation precedes you and I'd like to retain your services."

"GIVE ME YOUR TIRED..."

SOUTH WINDOW: AT A GLANCE



Building Information

Inn (80P/person a night)
Armorer
Item Shop
Rune Engraver
Trade Center

Armorer Merchandise

Pointed Hat (1,200P)
Circurett (3,500P)
Brass Armor (1,000P)
Karate Uniform (3,000P)
Leather Armor (5,900P)
Guard Robe (1,700P)
Wooden Shield (300P)
Boots (800P)
Leather Cape (1,300P)
Belt of Strength (4,800P)

Rare Finds

Tunic (200P)
Half Plate (12,000P)
Kite Shield (4,300P)

Item Shop Merchandise

Medicine (100P)
Throat Drops (200P)
Antitoxin (200P)
Wind of Sleep Scroll (700P)
Clay Guardian Scroll (700P)
Cheek Guards (1,000P)
Leggings (200P)

Rare Finds

Old Book Vol. 3 (3,000P)

Rune Engraver Merchandise

Lightning Rune (6,000P)
Wind Rune (5,000P)

Rare Finds

Water Rune (7,000P)

Trade Center Merchandise*

Salt (270P)
Mayonnaise (400P)
Crystal Ball (400P)
Candle (500P)
Wooden Amulet (700P)
Fur (800P)
Native Costume (1,900P)
Chinese Dish (12,000P)
Flower Painting (14,000P)
Persian Lamp (15,000P)
Blue Dragon Urn (16,000P)
Peeking Boy (32,000P)
Coral (40,000P)

*Average Value

Characters

Zamza
Alex
Hilda
Adlai
Clive
Killey (Level 5)
Maximillian (Level 5)
Annallee (Level 5)
Gantetsu (Level 6)

Miscellaneous Comments

After you return from the Matilda Knightdom, you'll find that the shops have upgraded their merchandise. Because you'll be returning here often to recruit people, be sure to check out their wares!

A Blast from the Past

North Window turns out to be an all but deserted town. The number of graves near the entrance give your entire party reason to pause. Viktor reveals that this used to be his hometown and explains the reason for the unusually large cemetery.



Viktor explains the history of the town from a survivor's perspective.

Before you can explore the area to any great extent, a vampire named Neclord makes his grand appearance. If you played *Suikoden*, then this character's history with Viktor will be well-known to you. A few years ago, when Viktor was helping to create the Toran Republic, the Neclord was his greatest enemy. Using the power of the Star Dragon Sword he thought he had destroyed the vampire for once and for all. It seems that assumption was wrong.



An old enemy resurfaces.

After taunting Viktor, Neclord draws his Zombie minions from the ground and attacks. Defeating the Zombies is easy, but your

attacks will not harm the Neclord at all. To break his impenetrable protective barrier you need the canceling strength of the Star Dragon Sword, housed conveniently nearby in the Cave of the Wind.

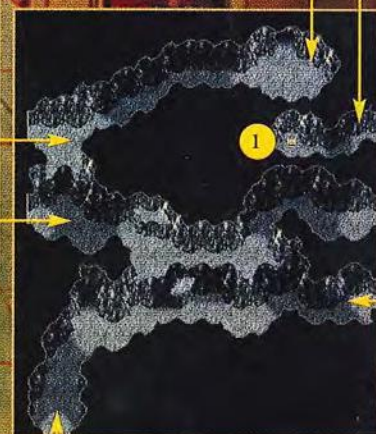
Only the Star Dragon Sword can defeat Neclord's protection.



Cave of the Wind



ENTRANCE



CAVE OF THE WIND: AT A GLANCE

Treasure Data

1. Sun Badge
2. Fish Badge
3. Fire Wall Scroll
4. 3000 Potch
5. Blue Gate Rune
6. Medicine
7. Stone of Defense
8. Half Helmet



Monster Data

Griffin 1
Minos
Sorcerer 1
SunKing
Boss: Star Dragon Sword

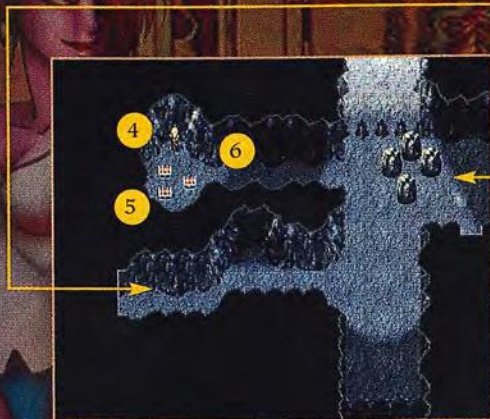
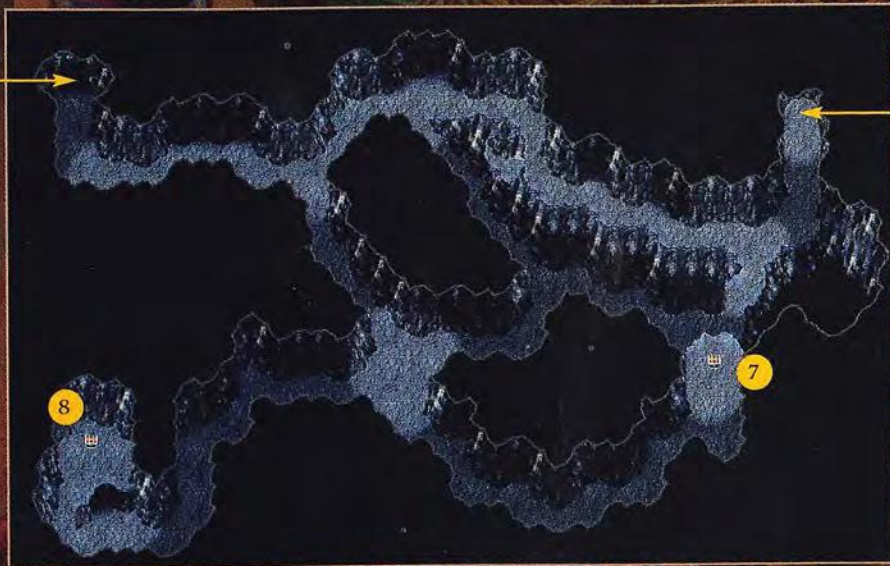
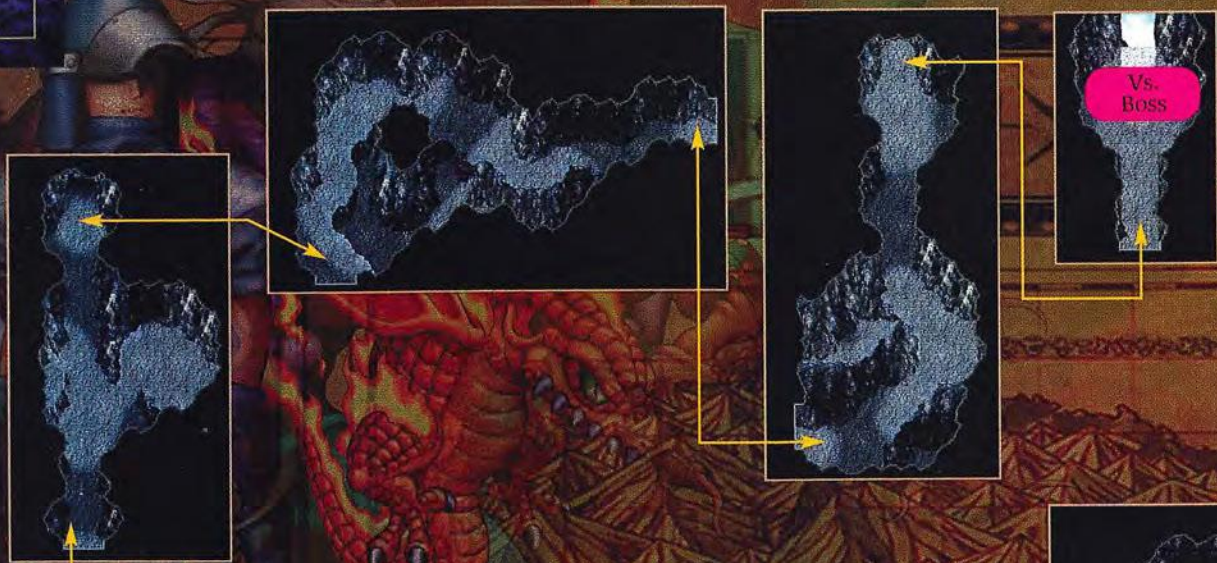
Characters You Can Recruit

Pesmerga (Level 6)

"GIVE ME YOUR TREED..."

SUIKODEN II

"GIVE ME YOUR TIRED..."



The Cave of the Wind used to be the place where young North Window boys would go to prove their manhood. Now the cave is filled with monsters and is highly dangerous, hence the Journeyman's Crystal at the entrance. Save now before it is too late!



It's a good idea to save before entering the Cave of the Wind.

As far as caves go, the Cave of the Wind is pretty straightforward. Its windy nature comes to the forefront when you enter the wind portal areas. Large boulders stand in the middle of the path for you to push in front of the wind tunnel, blocking the wind and allowing you to pass by safely. There are three of these sections, with each one becoming larger and more complex.



Push the boulder to block the wind coming in from the tunnel opening.

At the end of the wind tunnel sections lies treasure and a quick way out!



Before you reach the Star Dragon Sword, you encounter a man hiding in the shadows. He introduces himself as Kahn. Kahn is a Vampire Hunter, from a long line of Vampire Hunters, who is attempting to put an end to the Neclord's treachery. He joins your party (temporarily) as you go to fetch the Star Dragon Sword.



A strange man hides in the shadows.

At the end of the cave lies a sinister-looking sword. The animate Star Dragon Sword doesn't seem pleased to see his old friend Viktor. In fact,

he's so displeased that he attacks the party!



Get ready to rumble!

The Star Dragon Sword is a worthy opponent. He attacks twice per round using a combination of physical and magical attacks. His high

attack strength ensures that his physical attack, which affects one column of your party, inflicts a grievous amount of damage. His two magical attacks affect the whole party. Keep Medicine and healing spells at hand; you may also find yourself using Kahn's ability to resurrect fallen comrades. If you have a Lightning or Fire Rune equipped on someone, you'll find that the spells do quite well against the Star Dragon Sword. Supplemented with strong physical attacks by Viktor, you should be able to clear this battle with grace.



Two of the Star Dragon Sword's attacks.



Once defeated, the Star Dragon Sword deigns to travel with Viktor again. He's not happy about it, but he goes anyway, if only to punish the Neclord and finish the job he started long ago.



The Star Dragon Sword reluctantly goes back to his old master.

"GIVE ME YOUR TIRED..."

Back to North Window

I highly recommend that you return to a city to rest up at an inn before you tackle North Window Castle and take on the Neclord. Remember, sleeping at an inn replenishes your Magic Points in addition to your Hit Points, and you'll need them in the battle ahead. The North Window Castle has no Save Points, so beware!

NORTH WINDOW CASTLE



Treasure Data

Fire Rune
Stone of Mag-Def
Darkness Rune
Blue Ribbon
Necklace
Chain Mail

Monster Data

Shadowman
Sorcerer 2
Zombie (A) 2
Zombie (B) 2
Boss: Abomination

In North Window, enter the Castle through a door in the northeast corner. If you explored the area after the Neclord left the first time, you'll notice that the opening is now unblocked. Neclord waits in a room at the top of the Castle.



A strange arrangement of bones in the dungeon cells provides a clue for later on. Match the arrangement with the clue and the scarab-marked door will open.



Light the bottom row of torches to open the door to the far right. The scarab-marked door opens once you light the torches as shown.

At the top of the Castle, Neclord calmly plays the organ. When you assemble in his room, he surprises Viktor with a ghost from his past. He promises to spare her life in return for the Star Dragon Sword. Viktor calls his bluff, but before you can attack Neclord disappears, leaving an Abomination in his place.

Neclord welcomes you to his lair.



Abomination is the most difficult boss that you've met so far. He has three attacks: a Breath Attack that affects the whole party and does the most damage and two physical attacks. The Jump Attack affects everyone and his scratch attack harms one. With two attacks per round, he can decimate your whole party easily.



Abomination in all of his forms.

Use Fire Rune attacks and Resurrection spells as much as possible as they do the most damage to this Boss. Having Hero or someone with a Water Rune heal constantly is also a good idea.

After you defeat Abomination, Kahn leaves the party to pursue Neclord on his own. Before you can return to South Window, Flik et al. arrive at North Window with bad news.

"GIVE ME YOUR TIRED..."

A Temporary Home

The news from South Window is bad. While you were trying to defeat Neclord, Highland managed to capture South Window and Solon Jhee had Lord Granmeyer put to death. Freed takes the news hard, and the rest of you convene in the Castle's main hall to discuss the situation. The biggest concern right now is finding a way to defend your meager rebellion against the Highland Army and retake South Window.



Flik delivers the bad news.

Apple suggests that this is possible with the right strategist. She recommends that the group try to recruit an old colleague, Shu. Shu is

rumored to live in Radat Town, on the eastern coast of the South Window region. Flik and Viktor decide that it's up to you to get this man to help the group out.

It's up to you what happens next. Is it possible to defeat Highland under these conditions?



Apple has an idea.



RADAT TOWN



Building Information

Inn (50P/person a night)
Appraiser (50P/Item)
Item Shop

Item Shop Merchandise

Medicine (100P)
Antitoxin (200P)
Needle (200P)
Throat Drops (200P)
Bolt of Fury Scroll (200P)
Great Hawk Rune (7,500P)

Rare Finds

Speed Ring (16,000P)
Sound Set 5 (2,500P)
Magic Robe (20,000P)
Recipe 18 (3,300P)

Characters You Can Recruit

Shu
Amada
Yoshino
Richmond
Stallion (Level 4)
Lebrante (Level 4)
Simone Verdrizzi (Level 4)
Hoi (Level 4)
Vincent De Boule (Level 4)

Miscellaneous Comments

Radat Town is the gateway to two areas: the Ryube Village region and Banner Village/Toran Republic. There are many events to see here, so be sure to stop by at least once during each level. Also, be sure to check out the blocked staircase in the Item Shop. Rumor has it that there's a way to teleport up there.

Shu

Put together a traveling party and head off towards Radat. The first time you talk to Shu in his mansion, he turns Apple down flat. Now that he's become a successful trader, he doesn't care which side wins as long as he continues to make money. Defeated, you leave but decide to find out some more about Shu in hopes of discovering another way of getting to him.

Shu explains his situation.



"GIVE ME YOUR FRED..."

Head to the tavern and talk to the inhabitants. As you leave, Shu and his entourage appear. Apple pleads and begs him to join, but once again Shu turns a deaf ear.



Apple begs for Shu's help.

Now, walk south to the Appraiser's shop where you find a scruffy informer named Richmond outside. Talk to him and hire him to figure out a way to approach Shu. He sends you to the inn to wait, so go there next. His intelligence reveals that Shu plans to visit the Sluice Gate on business that evening. If you stake the area out, you'll be sure to run into him.

Richmond makes it his business to know what's going on in town.

This time, Shu promises to help out if you can find the special gold coin that he's tossed into the channel. The task seems impossible, but you have no choice but to try.



Shu gives you a seemingly impossible challenge.

Apple suggests that you ask to have the sluice gate shut. This would lower the water level, making it easier for you to find the coin. The only problem is that Amada, the keeper of the gate, is reluctant to help a bunch of kids. He challenges Hero to a duel. If Hero wins, he'll shut the gate for you.



The key lies in closing the sluice gate. Unfortunately you have to win a duel with Amada, first.



This duel is very similar to the duel you fought with Flik. Listen to what Amada says before choosing your strategy. The list below is a sampling of some of Amada's taunts and what they mean. Remember to counter Wild Attacks with Defends and Defends with regular Attacks.

"First, a little test." = Attack

"Thinking the same thing, eh. C'mon let's go." = Attack

"That won't get us anywhere! Try this one on for size!!!!" = Wild Attack

"If ya liked that, I'll give you some more." = Wild Attack

"Dammit!!! I might lose this one!!!" = Defend

"C'mon, now it's your turn." = Defend

When you win, Amada shuts the sluice gates and the water recedes somewhat. The group of you enter the water and start looking. Later on that evening, by the light of the moon, you continue searching without any luck. Nanami swears that this is a trick, but before you can give up all hope, Hero's eye catches a glint in the water. Picking up the coin, the three sigh in relief.



Finally, the coin!

Shu is forced to fulfill his promise and resentfully agrees to meet you back at the Castle once he's tied up a few loose ends. After he leaves, an enigmatic Richmond smiles to himself.

Not a Moment Too Soon

When your party arrives back at North Window, Flik and Viktor ask for the details of your trip. Before you can get far, Shu walks in right on your heels and starts laying out the plans for your next battle.



Shu demands the party's loyalty.

The only hope your army has of defeating Solon Jhee's forces lies in convincing the Muse and South Window troops to defect to your side. Freed Y is sent back to South Window to infiltrate the conscripted troops and aid in their conversion. Hero is given his first command duty: to attack Solon Jhee's troop from behind.

Major Battle 4

Your goal in this battle is to attack Solon Jhee's main unit (the one with the flag), while the remaining forces defend the Castle. The moment you attack Solon Jhee, Freed will provoke the Muse and South Window units to defect to the rebellion's army. This causes Solon Jhee to withdraw his remaining troops instantly, causing a win for your side.



Remember your objective!



Your attack proves too much for Solon Jhee.

Your troops start out in the forested area directly behind Solon Jhee. Guide them carefully over to Solon's position, staying nearby in case your Rune magic is needed to heal wounded units. Remember, it only takes one attack to complete the battle, so don't risk yourself or your charges unnecessarily.

Wanted: Hero

When you return to the Castle, you are hailed as a hero. When Shu decides that a new leader is needed to patch up the Alliance, it's only natural that you be his first choice. The Rune on your hand and connection with Genkaku clinch the deal.



A Hero's welcome.



Shu chooses you to lead the New Alliance Army.

That night find Viktor in the bar, drinking. He tells you the story of your adoptive father, Genkaku, and the tale is hauntingly familiar. It centers around Genkaku and Han, two friends fighting on opposite sides of an earlier war between the Alliance and Highland. Two friends who also bore the Bright Shield and Black Sword Runes.

Viktor asks you to join him.



A New Leader and a New Headquarters

The next morning is decision time: will you become the leader or not? (You know you're going to say yes, so say it!) You are then asked to name the Castle you've now adopted as your home. Choose whatever name you like (we chose Hero's Castle for this book).

Before you can have the party that Viktor wants, another surprise is in store for you. Leknaat appears to give her blessing and to encourage Hero to gather the 108 Stars. To monitor your promise she gives you the "Stone Tablet of Promise" and her assistant Luc to help you out. Luc's not exactly glad to be there, but...



Luc introduces himself.



Now that you've officially acquired a Headquarters, you'll find that the game is much less

structured. Now, you must balance the tasks required of you by the plot with the extracurricular activity of recruiting the 108 Stars. The best way to do this is to go off on recruiting trips before and after plot-related events. For example, after the next event you'll be sent to find a sailor-for-hire (i.e., Tai Ho). This gives you the perfect opportunity to return to Radat and South Window and recruit available characters like Hilda and Alex, Yoshino and Richmond. The faster you recruit people the faster your Castle will grow, which means new Mini-Games and new conveniences.

Pleas from Another Alliance Member

When you try to leave the Castle the following morning, you're approached by Fitcher. Follow him to the main hall and listen to what he has to say. After the capture of Muse, Fitcher went to Two River City and applied for work with Lord Makai. He comes to you now to request your aid on Makai's behalf-sort of. The only problem is that the bridges connecting the two pieces of land have been destroyed. You need to find a sailor and quickly!



Fitcher looks for Lord Hero. How will you introduce yourself?



Fitcher's point is valid, at least.

Finding a Good Sailor

Tai Ho is the obvious choice for an army sailor; the only problem is finding him. When you return to Kuskus, you find Tai Ho and Yam Koo milling around the docks. Talk to Tai Ho and he'll challenge you to another game of Chinchirorin. If you can beat him, he'll join your party and man your ship. Then, return to your Headquarters and prepare to set sail!

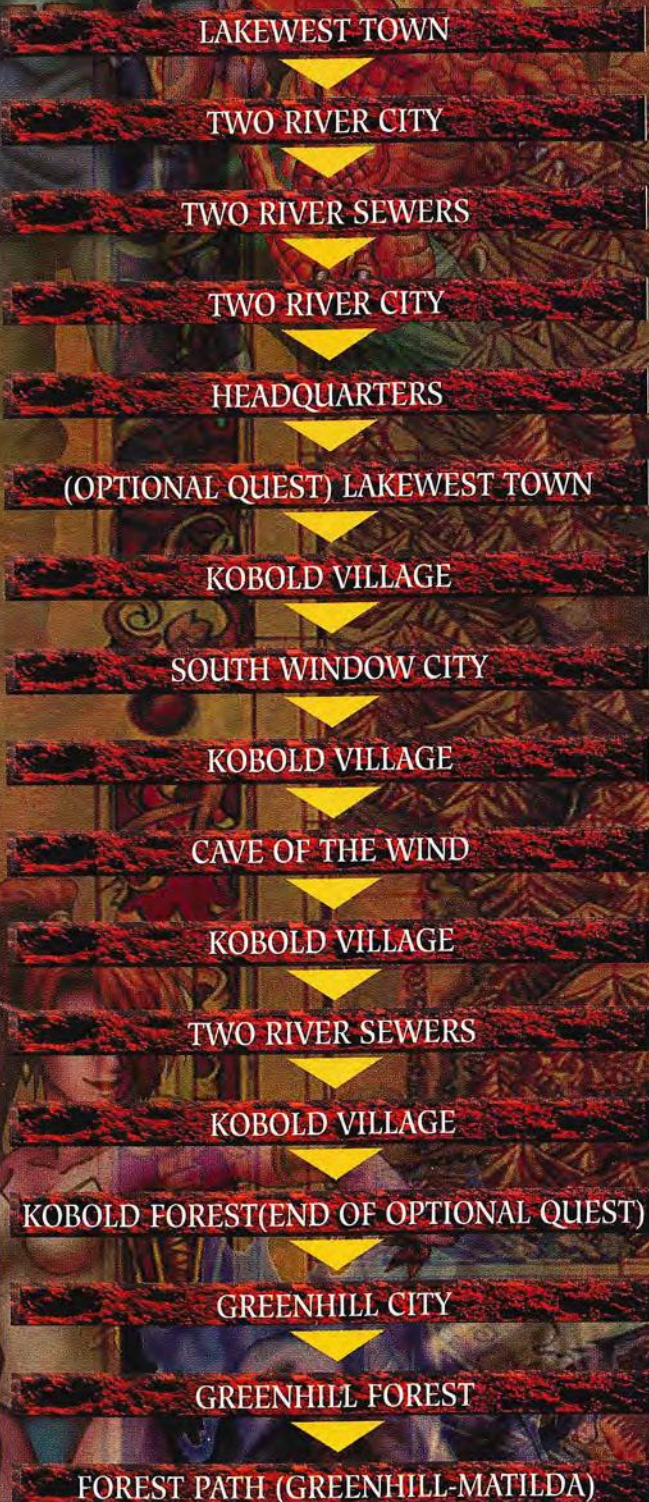


Not again!

"GIVE ME YOUR FIERD..."

A TALE OF TWO ALLIES

THIS LEVEL AT A GLANCE Location Flowchart



Characters Who Join Automatically:

Fitcher: Lady Annabelle's ex-assistant is now working for the Mayor of Two River City. He shows up at your Castle to ask for help on their behalf.

Chaco: One of the more outspoken members of the Wingers community in Two River. This boy plagues you throughout your visit to Two River!

Ridley: The leader of the Kobold section of Two River. This commander joins your army after the battle against Highland in Two River.

Nina: One of the students at the New Leaf Academy in Greenhill. This precocious teenager joins the army only to follow her true love, Flik.

Teresa: The Mayor of Greenhill. If you can convince her to flee Greenhill, she'll lend your army her strength.

Shin: Lady Teresa's bodyguard joins your army at the same time as Teresa.

Characters You Can Recruit:

Taki: Speak to this grandmotherly woman in her house in the northwest corner of Lakewest. Ask her three to four questions and she'll sense that you want her to join your army.

Shilo: When your castle is at Level 2, you can find this gambler in the inn in Lakewest. Beat him in Chinchirorin to get him to join you.

Hans: You can find this entrepreneur in the inn in Two River. Invite him to create a shop at your Headquarters. If you require him to give you any money, remember to look for him in the inn again later on.

Gabocha: Found in the Kobold section of Two River City. Bring Gengen with you when you talk to him and he'll join your army out of respect for Gengen.

Sid: Once you've recruited Chaco, include him in your party and then go visit his scary brother in a secret room in the Two River Sewers.

Hix: Everyone's favorite lovesick warrior from the original *Suikoden* is back! After events in both Lakewest and Kobold Village, you can opt to help him on his rites of passage. In return both he and Tengaar join your party.

Tengaar: Joins your party along with Hix after you complete the Unicorn quest.

Yuzu: Once you've recruited Hix and Tengaar, this shepherdess appears in Kobold Village in search of her missing sheep. Help her catch them in the Kobold Forest and she'll offer to tend livestock at your castle.

Emilia: The headmistress of New Leaf Academy. If you confide in her during your initial stay there, she will appear in your castle along with Shin and Teresa. If not, you'll have to wait until you can liberate Greenhill before recruiting her.

Jeanne: After Greenhill falls to Highland, you can find her in the Runemaster's Shop in Two River. Speak to her to recruit her.

Wakaba: You find this martial arts expert outside the Armorer in the Forest Village. Once the Hero reaches Level 30 and your castle Level 2, she will join your party.

Tony: When your castle reaches Level 2, you can recruit this gentle giant from his room in the house of the Mayor of Forest Village. In return, he will tend to the castle's vegetable garden.

Meg: When your castle reaches Level 2, this explorer/inventor appears at the Greenhill-Muse Checkpoint with her companion Gadget. Talk to her and she'll join your army.

Gadget: Joins along with Meg.

Viki: This ditsy mage teleports in front of you near the end of the Forest Path to Matilda. Recruit her and she'll take over teleportation duties in your castle.

Mukumuku: If you missed recruiting this flying squirrel in Kyaro City, you have another chance once you enter the Greenhill region. Remove everyone from your party and travel alone along the road between Greenhill City and the Greenhill-Muse Checkpoint. At some point a caped squirrel joins you in a battle. If you win, he'll join your party.

Makumaku: Once you've recruited Mukumuku, follow the same instructions and travel along the road between Greenhill City and Two River. Eventually Makumaku will join you in a battle.

Mikumiku: After you've recruited Mukumuku and Makumaku, travel alone on the road between Greenhill City and Forest Village to find this caped squirrel.

Mekumeku: To get the fourth squirrel you'll need to follow the road between Greenhill and the Forest Path to Matilda. He only shows up once you've gotten the previous three to enlist.

Mokumoku: This squirrel is the trickiest one of them all to recruit. You'll find him wandering around the area south of Forest Village. Be patient! He'll show up eventually!

Stallion: Stallion claims to be the fastest person in the whole world. To recruit him you'll need to practice your running skills by fleeing (successfully) 50 battles. Stallion will keep track of how many you have to go!

Hai Yo: When your castle reaches Level 2, take the stairs to the floor above the bath and you'll find Hai Yo talking about opening a restaurant. Talk to him and agree to his plan to become the army cook and you'll have a friend for life.

The Trip to Two River City

Once you've recruited Tai Ho, put him in your party and introduce him to Shu. Shu approves of the choice and tells Tai Ho where to find the docks. Now you can travel by boat any time you'd like. Choose people to travel with you and set sail for Lakewest Town.



Bringing Tai Ho to Shu activates your use of the boat downstairs.

In Lakewest, Fitcher rushes off to announce your arrival. He gives you directions to Two River (it's west of Lakewest) and a Reference Letter first. Without this letter you won't be allowed in the City Hall building.

How trustworthy is Fitcher, you wonder.



LAKEWEST TOWN



Building Information

Inn (150P/person a night)
Item Shop

Item Shop Merchandise

Medicine (100P)
Throat Candy (200P)
Escape Talisman (500P)
Sacrificial Jizo (5,000P)
Fish Badge (4,300P)

Rare Finds

Antitoxin (200P)
Head Gear (12,000P)
Earth Rune (4,000P)

Characters You Can Recruit

Taki
Tetsu
Shilo

Miscellaneous Comments

Until you recruit Viki and her teleportation skills, you'll be seeing a lot of Lakewest's wharf. Be sure to investigate every bookshelf, barrel, and box that you see, because this town is teeming with unusual items. Once you recruit Yuzu, keep checking the wharf area for a tiny chick. Grab it and bring it to Yuzu to raise.

Stop Thief!

Once you arrive in Two River City, a winged urchin swoops down on you and steals your money and Reference Letter! What are you going to do now!? The guards will not let you in to see Lord Makai without that letter no matter how many explanations you give, so you have no other choice but to try to track the thief down.



Living without money is not easy in the city of Two River. There's lots that you'll want to buy, especially before venturing down into the sewers. The easiest way to refurbish your wallet is to come prepared with items to sell.

Unwanted Runes and Scrolls will net you enough cash to get by for awhile. Another way to get easy money (although not very quickly) is to charge Hans to open a shop in your castle. Hans, found in one of the rooms in the inn, is so desperate to have his own shop that he's willing to pay you up to 300,000P for the privilege. It just takes time for him to come up with that much money. Settle for 30,000P and keep checking back until he returns.



Without a Reference Letter they won't budge!

Luckily, Chaco likes a good chase and leads you on a merry one throughout the Winger section of Two River. Before you can catch him, though, he flies off and you're stuck.

Chaco doesn't like humans much and fails to see the importance of your pleas.



TWO RIVER CITY: AT A GLANCE



Building Information

Inn (100P/person a night)
Armorer (Kobold Section)
Item Shop (Human Section)
Item Shop (Wingers Section)
Item Shop (Kobold Section)
Rune Engraver (Human Section)

Item Shop (Human Section)

Merchandise

Medicine (100P)
Antitoxin (200P)
Throat Candy (200P)
Sacrificial Jizo (5,000P)
Escape Talisman (500P)

Rare Finds

Guard Ring (8,500P)
Recipe 23 (4,200P)

Runemaster (Human Section)

Merchandise

Water Rune (7,000P)
Viper Rune (5,000P)
Lion Rune (10,000P)

Rare Finds

Wizard Rune (22,000P)
Warrior Rune (32,000P)

Item Shop (Wingers Section)

Merchandise

Medicine (100P)
Antitoxin (200P)

Rare Finds

Wing Ornament (8,000P)

Armorer (Kobold Section)

Merchandise

Circlet (3,500P)
Half Helmet (7,800P)
Karate Uniform (3,000P)
Leather Armor (5,900P)
Chain Mail (6,500P)

Rare Finds

Silver Hat (24,000P)
Leather Coat (700P)

Item Shop (Kobold Section)

Merchandise

Medicine (100P)
Throat Drops (200P)
Sweet Salad (80P)
Dark Chowder (120P)
Fried Tacos (170P)
Red Pepper Ice (200P)
Kobold Pie (160P)

Characters You Can Recruit

Chaco
Gabocho
Hans
Ridley
Sid
Jeane (Level 5)
Bob (Level 5)

Miscellaneous Comments

Two River City is populated by three different races: Humans, Kobolds, and the Wingers. The two rivers that flow through the city divide the land into three natural sections. Each section is home to one of the races and has shops indigenous to that race. Check all of them out while you're visiting. I hear that Kobold cuisine is especially refreshing.

Fitcher's Punishment

Return to the Human section of town and revisit the City Hall. There you find Fitcher being arrested by Ridley, the Leader of the Kobolds. Vouch for Fitcher's loyalty and good intentions and then introduce yourself. Ridley also finds it hard to believe that you are that Hero until he sees the Bright Shield Rune on your hand.



Will you intervene to help Fitcher?

Ridley leads you inside to speak with Lord Makai. Makai greets you and then sends you off to the inn for a night of rest. In your room you are greeted once again by Chaco, who explains that his Granny read him that "letter of introduction" and that he's still not impressed.

Chaco decides to taunt you again.



Rumors of Betrayal

The next morning, Fitcher wakes you up with an urgent request that you mediate a dispute between Ridley and Makai. You arrive too late to stop the argument and Lord Makai asks that you speak with the fuming Ridley on his behalf. Ridley is suffering under the false impression that Lord Makai and the humans are about to betray everyone and surrender to the Highland Army.



There's trouble in City Hall!

When you approach the Kobold section of town you find that Ridley has ordered the entrance sealed off. The guards will not let you pass.

On your way back, Chaco bumps into Fitcher and steals his wallet. Another chase ensues with Chaco disappearing into the Two River Sewers.

Chaco inadvertently opens up the gate to the sewers.



Two River Sewers

TWO RIVER SEWERS:

AT A GLANCE

Treasure Data

1. Head Gear
2. Resurrection Rune
3. Healing Wind Scroll
4. Fire Emblem
5. Stone of Defense

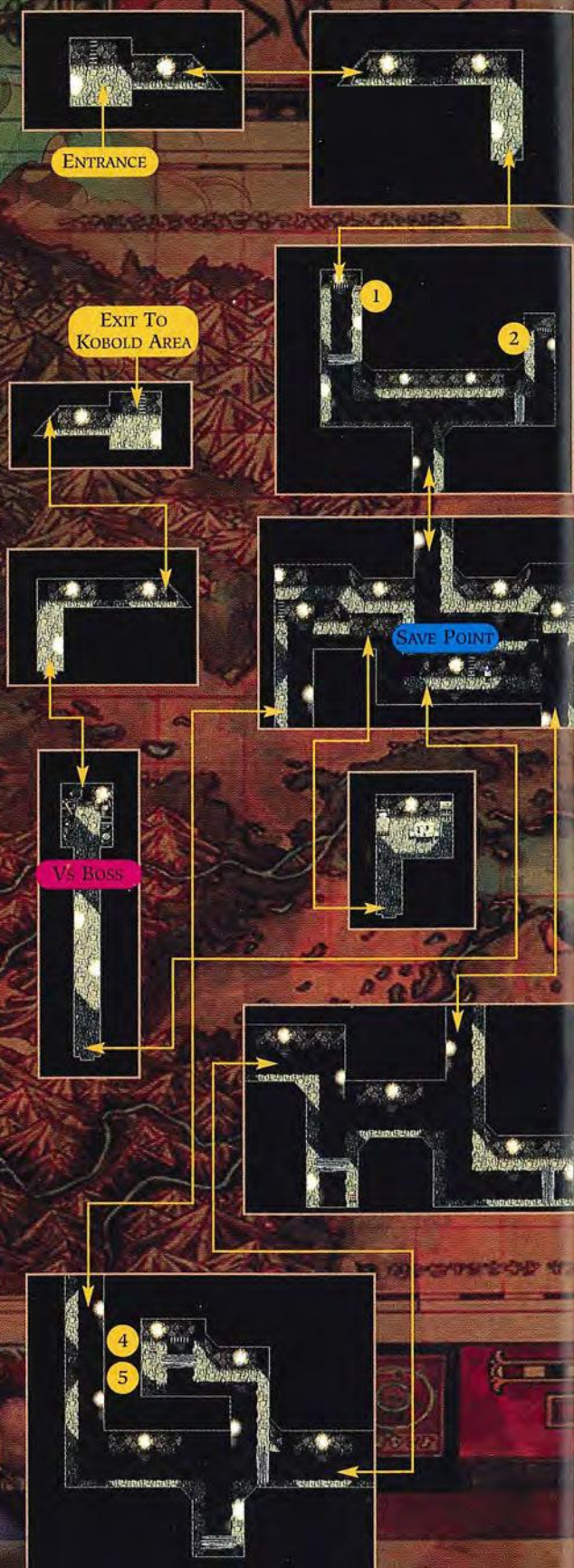
Monster Data

DevilEye
LandShark
Shadow
Siren
Boss: Pest Rat

Characters You Can Recruit

Sid

[Map Images: 04m1-001 to 04m1-010.tif]



The Sewers, while not overly confusing, are well-guarded by large groups of monsters. The danger these monsters possess comes from two fronts. First, they attack in large groups of five or six. Their strength and ability to dodge your attacks guarantees that each battle will take a few rounds if you're relying on physical offense alone. The other problem is that their attacks (and counterattacks) hurt! Be sure to carry many bundles of Medicine with you and be prepared to return to the inn several times if you use a lot of magic.

Follow the path around the perimeter of the entire sewers until you reach the Journeyman's Crystal in the big room off of the entrance. Save before heading down the darkened hallway nearby. At the end of the hall lurks a giant poison rat who doesn't take kindly to your presence.

The Pest Rat is a noxious beast on many fronts. If you can keep the poison he spreads under control (any Heal spell should cure it), then you stand a chance—unless, that is, he uses his Earthquake Attack once or twice a round. He has three major attacks: a poisoned mist that causes both damage and the possibility of Poison; a nasty Headbutt Attack versus a single person (very painful); and the evil Earthquake Attack (which also affects everyone).



All of the Pest Rat's attacks inflict great amounts of damage. Make sure that you heal often!

He's not weak to any elemental attacks, so you won't find your advantage there. Hit him with your best spells, as he is not strong in anything magical. Characters who can perform solid physical attacks or enhanced Rune-based attacks should use those as much as possible too. In many respects, this battle is just one of attrition. Who survives depends much on your planning and defense/healing abilities.

Past the Pest Rat's lair you find a mysterious trap door that leads right into the Kobold's back yard.



Won't Ridley be surprised.

A Treaty and an Ambush

Ridley's fears stem from an earlier incident. The Highland spy who was caught the other night ran away, but not before dropping a document outlining a treaty between Makai and General Kiba. Ridley's conservative politics dictate that he not take any chances with the lives of his people. Regardless of whether that document is true or false, the Kobold sector will remain closed.



Ridley's goal is to protect his people from Highland.

Return to the Human section of Two River where you find Lord Makai actually meeting with General Kiba and his son. Perhaps the document was not false after all?

Chaco voices his discontent at the whole situation.

The thought of a peace treaty seems to pacify Lord Makai, who no longer seems concerned about Ridley and the Kobolds. As you leave the City Hall, Chaco arrives bringing you an invitation to meet with Susu (a.k.a. Granny), the leader of the Wingers. Susu asks for your help in keeping Two River City intact. With much on your mind, return to the inn for a restless night of sleep.



Granny is the venerable leader of the Winged Horde, who think they have as much to lose as the other two races living in Two River.

In the morning, Kiba and his troops arrive. But instead of a peace treaty, he's arranged for a surprise attack on the all-but-defenseless city. Battle ensues and the humans find themselves overwhelmed by Kiba's troops. Lord Makai begs you to ask Ridley for his help.



Lord Makai seems confused by the double cross.

Run back to the Kobold section and confront Lord Ridley at the entrance. Faced with Highland's deception, he rushes to prepare the Kobold forces.



Faced with the truth, Ridley rushes to make amends!



In the meantime, back at the front, the battle isn't going too well. Fitcher managed to request assistance from your army, but they still have not arrived. When all seems lost, the Wingers arrive in time to help out. This time all three sections of Two River band together to save their city. When your army arrives, Kiba calls for a retreat of the Highland Army.



The Wingers join in the battle!



Highland forces realize they are outnumbered.

Two River becomes a firm ally of the New Alliance Army. Ridley, Fitcher, and Chaco all join up and head back to your castle, as should you.

A Surprising Promotion

Back in the Highland Camp, Luca Blight sentences Solon Jhee to death for his failure in the South Window campaign. Moving on, he asks for someone to undertake the capture of Greenhill City. Joel steps up with a daring plan.



Joel's working for the enemy now!?

On the homefront, Shu congratulates you on a job well done in Two River. Unfortunately, much work still has to be done. The news from Greenhill City reports the city's surprising capture by Highland and Shu fears for Mayor Lady Teresa's health. His latest plan is for you to infiltrate Greenhill and smuggle Teresa out.

More bad news arrives.

To do this you and some of the other young rebels (Luc, Nanami, Pilika, and Chaco) must enter Greenhill as students of the Academy. Fitcher is hunting up some admittance papers for you and will meet you outside the city gates. Shu also sends Flik along to act as your Teacher/Guardian.



Hero gets to go undercover!

The Unicorn Curse

On your way to Greenhill City, be sure to stop at the inn in Lakewest (especially because you have Flik in your party!). There you find a young couple in a heated argument. Flik and Viktor recognize them as Hix and Tengaar, friends from the Scarlet Moon Campaign. After a brief conversation the two leave for Kobold Village to the south. If you want to recruit the two of them, catch up with them at the Kobold Village Inn.



Tengaar
"Eh?
Is that really you, Mr. Flik?
You're ALIVE? What happened?"

Another happy reunion
between old friends.

KOBOLD VILLAGE



Building Information

Inn (50P/person a night)
Item Shop
Trade Center

Item Shop Merchandise

Medicine (100P)
Wooden Shoes (100P)
Gloves (300P)
Cape (400P)
Necklace (1,600P)

Rare Finds

Gold Emblem (8,500P)
Heavy Necklace (5,700P)
Recipe 31 (4,500P)

Trade Center Merchandise*

Sugar (350P)
Mayonnaise (1,500P)
Wooden Amulet (350P)
Flute (400P)
Candle (600P)
Ancient Text (700P)
Crystal Ball (7,000P)
Failed Urn (330P)
Graffiti (850P)
*Average Value

Characters You Can Recruit

Hix
Tengaar
Yuzu

Miscellaneous Comments

The Trade Center is a great place to sell cheaply obtained Crystal Balls. Trade them for an Ancient Book that you can then sell for a great deal more in the Forest Village. This is another great city for finding rare Runes and Recipes—if you know where to look and who to talk to.

Tengaar is convinced that if Hix goes through the Warrior's Test here in Kobold, he'll be the better for it. Hix isn't so sure. Follow them to the Chief Kobold tent, where Tengaar conceives of a plan. The next day, Tengaar falls ill, a victim of the Unicorn's Curse. To cure her, Hix is sent on a journey to find three items: the Blue Stone, the Red Flower, and the Green Bell.



Tengaar
"What are you talking about?
A Unicorn will only appear in
front of a Noble Warrior and a
Pure-Hearted Maiden."

You overhear their conversa-
tion with the Chief, who
assumes that you are part of
their group.

Tengaar falls mysteriously ill.
It's just got to be the
"Unicorn's Curse!"



Chief
"Eh? Oh, yeah, that's it!
It's the Curse of the Unicorn..."



"Eh? Already?
Ah, I mean, yes, we have it.
Right this way."

The Blue Stone can be
bought for a paltry sum at
the Item Shop in South
Window.

The Red Flower is planted in
the first part of the Cave of
the Wind.



Hix
"Lord Hero,
I just heard a bell!"

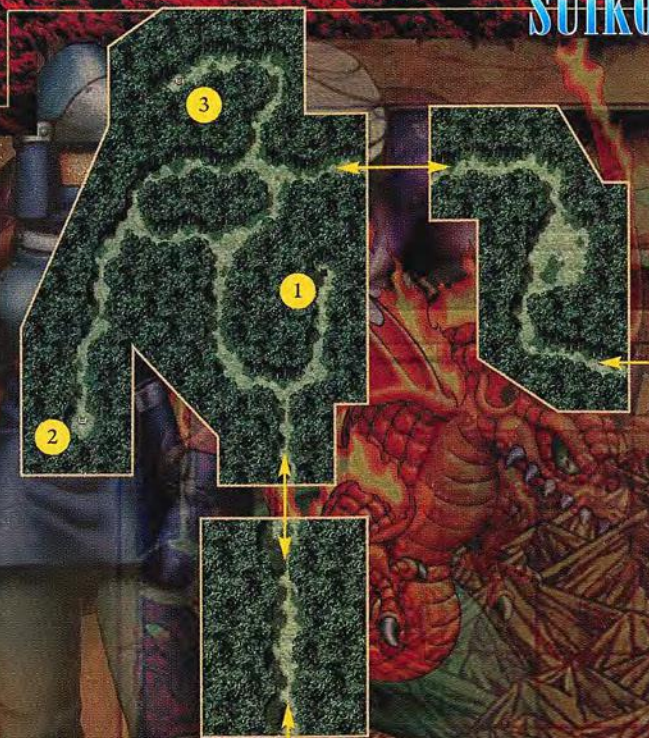
The Green Bell is hidden
in the depths of the Two
River Sewers.

Once you've found all three items, return to the Chief Kobold's tent and he'll send you into the Kobold Forest, where Tengaar and the Unicorn await.

Off to the Kobold Forest!



Chief
"Probably to the Unicorn Woods...
If you take all three items deep
into the forest and fight the
Unicorn, you should find her."



ENTRANCE FROM KOBOLD VILLAGE



KOBOLD FOREST: AT A GLANCE

Treasure Data

- | | |
|-------------|---------------|
| 1. Necklace | 2. Necklace |
| 3. Necklace | 4. Necklace |
| 5. Mangosh | 6. Guard Ring |

Monster Data

EagleMan
Mirage

Characters You Can Recruit

Sigfried

The true Warrior's Test is less of a challenge and more of a formality. Travel through the forest to the end where Tengaar and the Chief of the Kobold wait anxiously. Before they can explain Tengaar's trickery, the Unicorn actually appears and blesses the couple.



Tengaar's plan worked!

A surprise blessing.



In thanks for your help, the two ask to join your Army. Well, at least Tengaar asks for the both of them!



Another two Stars join your Army!

The Greenhill Region

The Greenhill Region is north of Two River City. Exiting the city from the Kobold section puts you south of Greenhill City. However, before you go there, you might want to check the area out first. To the west lies a sleepy village nestled in the forest. This is a good place for trading and buying new armor.

To the east is the Muse-Greenhill Checkpoint, which is now manned and closed off. North you find a forested path leading into the Kingdom of Matilda.

FOREST VILLAGE: AT A GLANCE



Building Information

Inn (40P/person a night)
Armorer
Trade Center

Armorer Merchandise

Chain Mail (6,500P)
Half Plate (12,000P)
Steel Shield (2,500P)

Rare Finds

Scale Mail (22,000P)

Trade Center Merchandise*

Sugar (150P)
Salt (550P)
Fur (400P)
Crystal Ball (500P)
Flute (550P)
Holly Berry (550P)
Wine (1,000P)
Deer Antler (1,100P)
Native Costume (1,200P)
Book (3,500P)
Ancient Text (35,000P)
Vase (6,700P)
Wide Urn (9,500P)
*Average Value

Characters You Can Recruit

Wakaba
Tony
Feather
Ayda
Connell

Miscellaneous Comments

Forest City is the place to buy Furs cheaply and sell Ancient Texts for a lot of money. Speak to the townspeople for chances to buy or obtain rare items.

New Identities

Outside the gate to Greenhill City, your gang runs into Fitcher. The admittance papers he's managed to obtain are a little old, but you think of a logical explanation in no time. The real problem is coming up with aliases. Choose a name for both yourself and Nanami; Flik decides to keep his own.



Flik puts you in charge of naming everyone.

GREENHILL CITY: AT A GLANCE



Building Information

Inn (50P/person a night)
Appraiser (150P/Item)
Blacksmith (up to LV 8)
Item Shop
Rune Engraver

Item Shop Merchandise

Medicine (100P) Mega Medicine (500P)
Needle (200P) Toe Shoes (2,800P)

Rare Finds

Healing Wind Scroll (1,000P) Recipe 25 (3,600P)

Rune Engraver

Resurrection Rune (9,000P) Pixie Rune (4,500P)
Kite Rune (8,000P)

Rare Finds

Draining Rune (20,000P)

Characters You Can Recruit

Teresa Shin Nina
Emilia Pico Jude

Miscellaneous Comments

You can first visit this peaceful city while you're in the Muse Area before the borders are sealed off, if you decide to adventure this far. Most likely though, this is your first visit. Greenhill is the proud home of the New Leaf Academy and there you find most of the town's services and shops (Appraiser, Blacksmith and Rune Engraver), run by apprenticed students. This is another city that gets a merchandise facelift once it is liberated from Highland rule, so be sure to check back. The Item Shop in particular is a treasure trove of Rare Finds!

First Day at School

The guards buy your story, but barely. Save your game at the inn and then go register at the academy in the north end of town.



So the admittance papers are three years old?

On the way there you spot a young girl being hassled by one of the Highland soldiers. You run to intervene and Flik

bullies the guard away. As you walk away, Nina looks at Flik with hearts in her eyes!

Trouble is brewing.

Once in the Academy, speak with the woman behind the desk. She too isn't sure what to make of your out-dated forms, but she processes them anyway and takes you on a tour of the school. In the great hall, a turbaned man walks by and Flik asks the headmistress, Emilia, who that person is. Recognizing him as the bodyguard to Lady Teresa, Flik starts to think hard. Hero and the children are sent off to the Dormitory and Flik to the guest house to stay the night.



Talk to Emilia any time to find out what's going on.

Flik decides to walk you all to the dorms, when you run into Nina telling her friends about her hero. Spying Flik,

Nina drags him off on a personally guided tour of the school, leaving the rest of you to your own devices. You can wander around town or continue to the dorms, where you are given a room and leave to crash for the night.

Nina's in love!



Day Two

Meet Flik outside the dorm. He tells you to keep an eye out for Shin because he thinks that Shin is the key to finding Teresa. Before you can ask for more details, Flik runs off lest Nina catch him.



Morning briefing with Flik.

Head south to the inn again and you see that it has been barricaded by the soldiers. You hide in the bushes in time to see Captain Rowd

accuse the innkeepers of hiding Teresa—or at least knowing where she is. Shin appears in time to prevent Rowd from harming the innocent couple, then rushes off once the soldiers are gone. You try to tail Shin, but he moves too quickly and you lose him before reaching the Academy.

Rowd tries to pump information out of the innkeepers.



Return to the dorms and turn in for the night. After dinner, Nina pumps Nanami for more information about Flik and then mentions the Academy ghost.

Day Three

Look for Nina in the shadows in front of the Appraisal classroom in the Academy building. Nina recants the whole ghost thing but mentions that people have been seeing and hearing weird things. Ah, a clue!



Nina inadvertently provides you with a clue.

Outside, meet up with Flik and head into the city. There you find Fitcher cowering in a crowd of people. Accused of

being a traitor, Fitcher fears for his life, especially once Flik interferes. When Flik draws his sword and urges the crowd to execute Fitcher right there, everyone runs away leaving you alone with the paralyzed informer. Fitcher reports that he still can't find any trace of Teresa's whereabouts. Disappointed, you all return to the dorms.



There's just something about Fitcher.



Flik notices something unusual ahead.

Later That Night...

After more nonsense with the lovesick Nina, the gang is awakened by a strange noise. Going to investigate it, you find yourself chasing a shadow all over the dorms. In the basement, the shadow seems to disappear without a trace. Checking the unlit light triggers the opening of a secret tunnel leading to the Academy building.



Investigate the light fixture to trigger the door mechanism.

At the end of the tunnel, you catch sight of the mysterious shadow and prepare to ambush it. The ghost turns out to be none other than Flik hot on the trail of Shin. The hall you're in dead-ends and Flik guesses that there must be a trigger to another secret door somewhere. Check the bust and a door leading to the backyard slides open.



And the ghost is?

This time investigate the statue to open the secret door.



Travel north into the forest until you reach a small cabin hidden in the brush: finally, Teresa's hiding place! Before you can approach her, however, Shin comes out and threatens the party. Teresa steps in before things get violent and Flik has an opportunity to appeal for her help. Teresa refuses, offering the story of Greenhill's fall as reason for her unsuitability. Shin orders you to leave.

Teresa recounts the fall of Greenhill.



The Final Day

As you prepare to leave, Rowd summons the townspeople and offers a large reward to the person who provides information about Teresa's whereabouts. To compound matters, Joei appears, causing Pilika and Nanami to rush toward him. The rest of you are forced to reveal your presence.



Joei appears in front of the crowd.

Rowd orders the troops to arrest your group. Run back into the forest behind the Academy and try to get to

Teresa's hut again to warn her. Nina and Shin are already in the cabin with Teresa. You explain the situation and Teresa decides to give herself up.

Back in the city, Shin protects Teresa from Rowd as she goes to surrender. Defend them against the soldiers ordered to kill them until Nina appears with reinforcements. The town rallies behind Teresa, giving you the time to spirit her out of town. When ambushed by Rowd, Shin elects to stay behind and fight so that Teresa can escape with you.



Teresa tries to make Shin back off.

Shin elects to stay behind and take on Rowd.



Escape from Greenhill Forest

GREENHILL FOREST: AT A GLANCE

Treasure Data

- | | |
|---------------------------|-------------------|
| 1. Protection Mist Scroll | 2. Toe Shoes |
| 3. Silver Hat | 4. Chimera Rune |
| 5. Dream Robe | 6. Stone of Skill |
| 7. Winged Boots | |

Monster Data

First Visit

Holly Boy 3
Melonzoo

HollyElf
Monwer

Second Visit (Level Six)

Commander 6	Doremi Elf (Aqua) 2
Doremi Elf (Blue) 2	Doremi Elf (Green) 2
Doremi Elf (Pink) 2	Doremi Elf (Red) 2
Doremi Elf (Yellow) 2	GrandHolly
Highlands (Bow) 10	Highlands (Spear) 10
Highlands (Sword) 10	Holly Boy 5
HollyFairy	Karayans (A)
Karayans (B)	Karayans (C)
Target Girl	Boss: Lucia

Make your way through the forest until you reach the end. At this time you'll only be able to explore two-thirds of the forest. The rest will have to wait until you enter Greenhill this way in Level 6.

Shortly after you decide that you've managed to outrun the Highland soldiers, a familiar face shows up. After a brief question and answer period, Joel asks Hero to give up and stop fighting against Highland, the preordained winner in this battle.



Joel asks you to surrender and put an end to the fighting.

When it seems as though they are about to be discovered, he lets you pass and lies about the meeting to Seed and Culgan. The two generals then pledge their loyalty to Joel (a kinder, gentler leader) and deal with Rowd when he arrives.

Seed and Culgan put Rowd in his place.



* When escaping Greenhill Forest, the maps stop here. When you return to Greenhill City in Chapter 6, you begin from the exit.

EXIT

Knights in Shining Armor

From Greenhill, head back to your Headquarters and deliver Teresa safely to Shu. The celebration grows greater as both Shin and Nina arrive safely. Your castle should now be growing by leaps and bounds.



Teresa arrives safely. Shin and Nina arrive shortly thereafter.

The next Alliance Member in line to approach is the Matilda Knightdom, especially because they are now (with the fall of both Muse and Greenhill) surrounded by the Highland Army. You've been granted an audience with Lord Gorudo and all that's left to do is traverse a secret path through the woods from Greenhill to Matilda. Miklotov, one of Nanami's "cute" knights, meets you on the other end.

Back in Highland, Luca rewards Joeli for his success in Greenhill.



The plans have been made. Time to set out on another adventure.



FOREST PATH (GREENHILL-MATILDA)

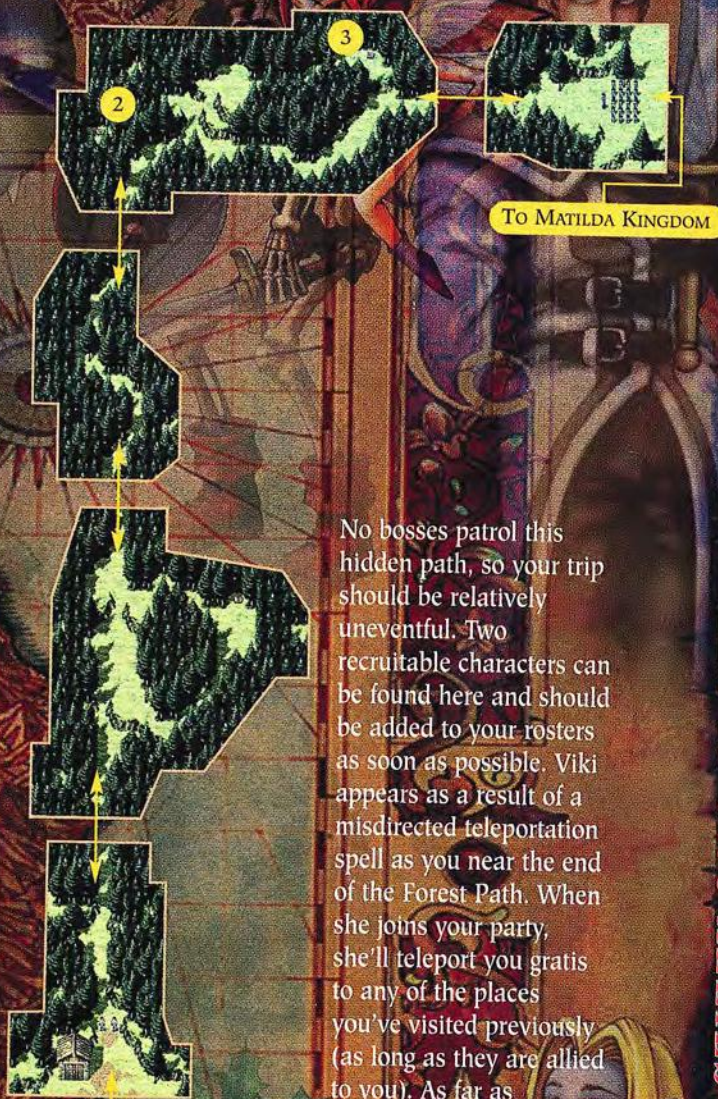


Treasure Data

1. Guard Ring
2. Mega Medicine
3. Dragon Armor

Characters You Can Recruit

Viki
Badeaux



No bosses patrol this hidden path, so your trip should be relatively uneventful. Two recruitable characters can be found here and should be added to your rosters as soon as possible. Viki appears as a result of a misdirected teleportation spell as you near the end of the Forest Path. When she joins your party, she'll teleport you gratis to any of the places you've visited previously (as long as they are allied to you). As far as Badeaux is concerned, come back once your

castle has reached Level 3 and bring one of your animal comrades (Shiro or one of the flying Squirrels) and he'll join your party.

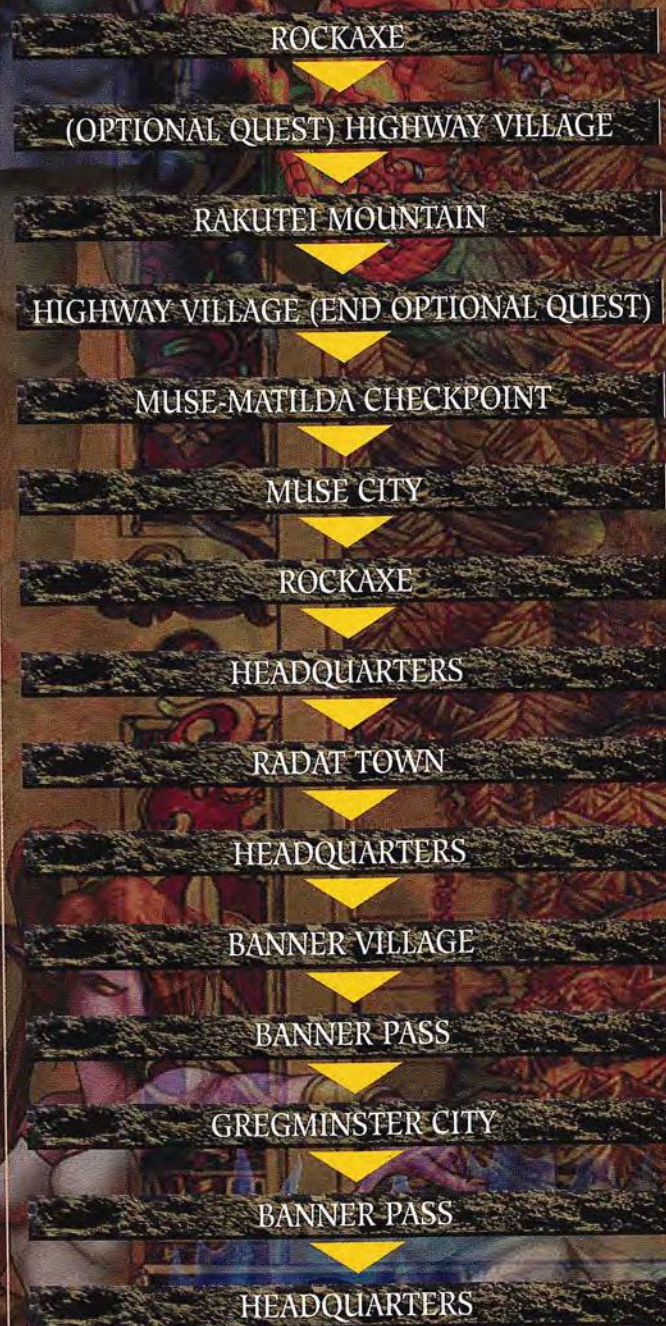


Viki teleports herself in the middle of dinner!

A TALE OF TWO ALLIES

JOURNEYS TO DISTANT LANDS

THIS LEVEL AT A GLANCE Location Flowchart



Characters Who Join Automatically

Camus: Automatically joins after the events in Rockaxe.

Miklotov: Automatically joins after the events in Rockaxe.

Kiba: After the death of King Agares, you capture Kiba and Klaus in battle. Don't put them to death and they will join your army.

Klaus: After the death of King Agares, you capture Kiba and Klaus in battle. Don't put them to death and they will join your army.

Kasumi: Once you meet with Lepant in Gregminster, he offers you the use of either Kasumi or Valeria. You can only choose one, so choose wisely.

Valeria: Once you meet with Lepant in Gregminster, he offers you the use of either Kasumi or Valeria. You can only choose one, so choose wisely.

Sheena: Lepant's prodigal son. He is entrusted to you in Gregminster by Lepant himself and forced to help out your army.

Characters You Can Recruit

Futch: A Dragon Knight who's lost his dragon. You can find him in the Highway Village with Humphrey. If you aid them in their quest, he will join your party. If you do not recruit them in this chapter, you will have to wait until Level 7 before you get another chance.

Humphrey: A mysterious traveler accompanying Futch. If you help the two of them, they will join your army. If you do not recruit them in this chapter, you will have to wait until Level 7 before you get another chance.

Lebrante: This Appraiser, found in Radat Town, is looking for a Celadon Vase to add to his enormous collection. If your castle is at Level 3 and you bring him one, he'll move his operations to your Headquarters.

Simone Verdrizzi: Once your castle reaches Level 3, you will find this man standing on the left bank if the sluice in Radat Town. Help him find his missing Rose Brooch (you can buy one in Banner) and he'll join your party.

Anita: If you missed her in Muse City, you can try to charm her in Banner Village. Remember to flatter her until she gives in.

Gordon: The head of the Trade Center in Gregminster will gladly open up a location in your castle if you can earn 50,000 Potch through trading alone.

Lorelai: Talk to this adventurer in Gregminster and, if your castle is at Level 3, she'll join your party.

Sasuke: If you decide to take Kasumi (and your castle is at Level 3), you can enter Rokkaku before your castle reaches Level 4. Talk to the head ninja and he'll send Mondo and Sasuke with you. If you don't have Kasumi in your party you will have to wait until your castle is at Level 4 before you can enter and recruit him.

Mondo: If you decide to take Kasumi (and your castle is at Level 3), you can enter Rokkaku before your castle reaches Level 4. Talk to the head ninja and he'll send Mondo and Sasuke with you. If you don't have Kasumi in your party you will have to wait until your castle is at Level 4 before you can enter and recruit him.

Killey: When your castle reaches Level 3, after you return from the Toran Republic, Killey appears in front of the Trade Center in South Window City in search of information about the Sindar race. Follow him from South Window to Alex's Item Shop in your Headquarters, then back to South Window before you can recruit him.

Annallee: When your castle is at Level 3, after you return from the Toran Republic, check for her at the inn in South Window. Follow her to the grass in front of the city hall and ask her to sing for you. You can then hire her to perform at your Headquarters.

Maximillian: This aged warrior meets you at the main entrance to South Window City once your castle is at Level 3 and after you've defeated Luca Blight. Listen to him and ask him to join you.

Hoi: Hoi makes his living impersonating you! Catch him in the act in the Radat Bar after you've returned from the Toran Republic (with your castle at Level 3) and you'll have the option to save him from the angry horde.

Tomo: After an event in which Tsai asks you to return with him to his home near Ryube on an errand, you find her waiting patiently for her father's return. She insists on joining her father in your army.

Bob: Bob the werewolf hangs out on the Kobold side of Two River. He will not join you until you've recruited 80+ characters and your castle is at Level 3.

Karen: Beat Karen in a dance contest when she appears in the inn in Kuskus and she'll join your army. The magic dance combination is: B V X A B A X V.

Connell: Once your castle reaches Level 3, take one of your Sound Sets and pay a visit to Connell in Forest Village. Show the Sound Set to him and he'll join your party.

Badeaux: Bring Shiro or one of the squirrels (Mukumuku, etc.) with you on a visit to the Forest Path to Matilda. If your castle is at Level 3, Badeaux will deign to speak with you (because of the animal) and join your army. He will also give you two Listening Runes.

Ayda: Once your castle has reached Level 3 and you've recruited Badeaux, return to Forest Village and help Ayda rescue the wounded griffin.

Feather: If you help Ayda rescue this wounded griffin from his less-compassionate friends, you'll have the opportunity to recruit him. You must have a Listening Crystal in order to invite him into your party!

Sigfried: Return to the Kentbold Forest with a girl in your party (Nanami, etc.) and a Listening Rune once your castle has reached Level 3 and you'll have an opportunity to recruit this unicorn.

A Meeting with Gorudo

On the other side of the Forest Path, Miklotov and his army meet you and escort you to Rockaxe Castle. There you meet with Gorudo, who has adopted a hands-off attitude towards the entire war. As long as the war doesn't spill over into his territory, he's perfectly happy not to take sides. Camus escorts you to a guest room for the night.



Gorudo dismisses Hero.

ROCKAXE CASTLE: AT A GLANCE



Building Information

Inn (200P/person a night)
Appraiser (200P/Item)
Armorer
Item Shop
Rune Engraver
Trade Center

Armorer Merchandise

Half Helm (7,800P)
Head Gear (12,000P)
Half Plate (12,000P)
Scale Mail (22,000P)
Kite Shield (4,300P)
Gauntlet (1,700P)
Guard Ring (8,500P)

Rare Finds

Brass Armor (1,000P)
Thunder God Garb (23,000P)

Item Shop Merchandise

Medicine (100P)
Antitoxin (200P)
Sacrificial Jizo (5,000P)
Bolt of Fury Scroll (700P)

Rare Finds

Silverlet (7,000P)
Run Lightning Scroll (1,000P)

Rune Engraver Merchandise

Down Rune
Sleep Rune
Gozz Rune

Trade Center Merchandise*

Red Pepper (3,200P)
Flute (700P)
Holly Berry (1,100P)
Wine (1,900P)
Book (7,300P)
Pearl (35,000P)
Chinese Dish (12,000P)
Persian Lamp (22,000P)
Peeing Boy (43,000P)
Coral (55,000P)

*Average Value

Characters You Can Recruit

Camus
Miklotov
Long Chan-Chan (Level 7)

Miscellaneous Comments

Once you complete your tasks here, the city of Rockaxe as well as the Matilda Region, becomes off-limits to you until Level 7. Once you liberate Rockaxe, you'll notice that the stores have upgraded their stock, the Trade Center is finally open, and you have more access to certain areas. However, while you're here the first time be sure to stock up on some of Rockaxe's nice merchandise. Of particular note is the Down Rune. This Rune, when embedded on your weapon, gives you a good chance of knocking out your opponent. It even works on bosses!

Major Battle 5

In the morning, Miklotov brings alarming news from Muse. It seems that there are refugees heading toward the border with Highland Army troops in hot pursuit. Gorudo surprisingly allows Miklotov to persuade him to send Matilda troops to assist with the refugees' escape.



Miklotov brings disturbing news.

What actually happens on the battlefield is completely different. In this battle, you have control over only your troops, but deploying them is not a sane option without the support of the Matilda Knights, which you do not have. Gorudo's plan is to hold off on deploying his troops until the refugees or Highland Army actually reach the border. Miklotov argues that the Highland soldiers are hunting these innocent people down as if for sport and that goes against their vows as Knights. Gorudo turns a deaf ear and when Highland retreats after killing the refugees, he orders a retreat too.

Gorudo is not moved by Luca's display of cruelty.



Miklotov's Plan

Back at Rockaxe, you overhear Miklotov telling Camus that he plans to travel to Muse and infiltrate the city to see if the rumors of human sacrifice are true. After he storms off, Camus pleads with you to intervene, or at least accompany his friend into the enemy city. Agree and head off to the border in pursuit.



Camus asks for your assistance.

Another Side Quest

If you stop in Highway Village, located between Rockaxe and the border, you'll find another drama unfolding that will eventually give you two more of the 108 Stars. If you're trying to recruit all 108 Stars in time for it to affect your ending possibilities, you must complete this side quest now before Rockaxe becomes off-limits to you. Continuing to Muse with Miklotov puts into motion the events that close this area off to you, preventing you from recruiting these two characters until the deadline has passed in Level 7.

At the inn in the Highway Village you'll meet a reticent man named Humphrey. Talk to him for awhile and he'll pay for your accommodations for the evening. Humphrey is traveling with a young Dragon Knight named Futch. Recently Futch lost his dragon and hasn't been the same since. During their stay, Futch has befriended a young villager named Kent, who worships the ground Futch walks on. Kent is fascinated by Futch's knowledge of dragons and when he hears a rumor about a dragon's egg in the nearby Rakutei Mountains, he decides to go there and bring it back for his grieving friend.



Someone gives Kent an idea.

However, Kent's disappearance causes much alarm in the community (the Rakutei Mountains are not very safe)

and prompts Futch, Humphrey, and you to go up there to bring him back. Futch and Humphrey join your party (temporarily at this point) and you all head north to the Rakutei Mountains.

HIGHWAY VILLAGE: AT A GLANCE



Building Information

Inn (100P/person a night)
Appraiser (200P/Item)
Item Shop
Trade Center

Item Shop Merchandise

Medicine (100P)
Antitoxin (200P)
Escape Talisman (500P)
Shoulder Pads (2,000P)
Fire Emblem (3,300P)

Rare Finds

Rabbit Plans 2 (3,000P)
Thunder Amulet (7,500P)
Protection Mist Scroll (1,000P)
Recipe 26 (4,200P)

Trade Center Merchandise*

Sugar (550P)
Mayonnaise (2,200P)
Candle (350P)
Native Costume (2,500P)
Deer Antler (4,000P)
Book (4,000P)
Musk (4,500P)
Gold Bar (40,000P)

*Average Value

Characters You Can Recruit

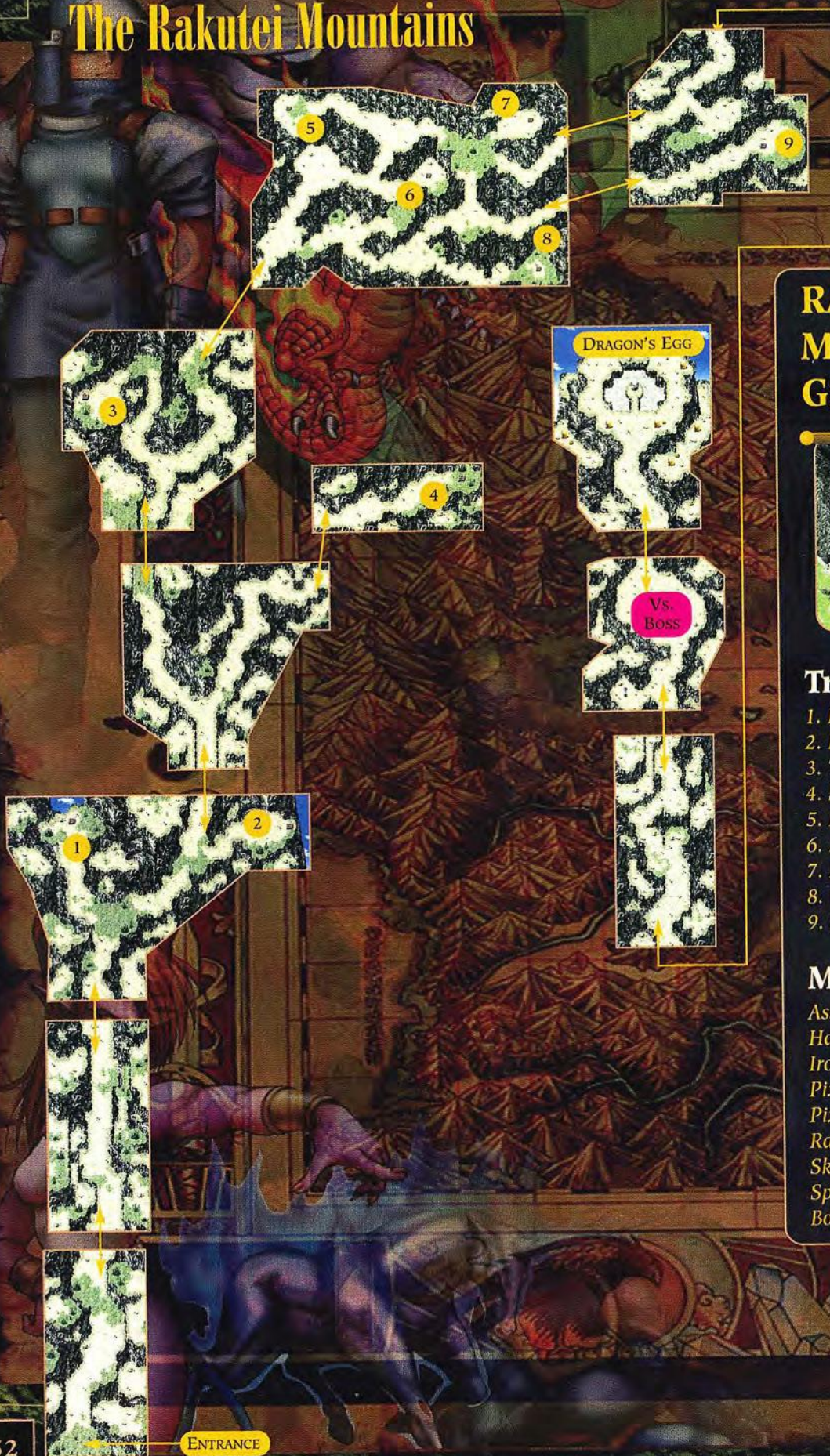
Futch
Humphrey

Miscellaneous Comments

Be sure to stop here on your way to help Miklotov investigate Muse. Two men in the inn could use your help and will join you if their quest succeeds. If you don't get them now, your only other option is to wait until Level 7. In addition, if you've recruited Yuzu already, you can buy a cow here, in addition to the great Rare Finds in the Item Shop.

The Rakutei Mountains

JOURNEYS TO DISTANT LANDS



RAKUTEI MOUNTAINS: AT A GLANCE



Treasure Data

1. Fur Cape
2. Run Lightning Card
3. Thunder Amulet
4. Stone of Power
5. Dragon Plans 2
6. 2,000 Potch
7. Medicine Rune
8. Unicorn Plans 2
9. Skill Ring

Monster Data

Assassin
HawkMan
Iron Claw
Pixie
Pixie 2
Razorcut
Sky Knight
Spiker
Boss: Harpy

When you enter the Rakutei Mountains, you immediately notice that the mist is thicker than you've ever seen before. Its protective layer is to prevent intruders from entering, but somehow Futch's Dragon's Scale is able to dispel the heavy fog. With your visibility much improved you can enter the mountain pass.



Something makes the mist dissipate.



If you do this quest now and then try to return in Level 7, you'll find that the mist has returned and will not allow you to enter the mountains.

Make your way up the mountains. The passageway can be confusing at times, but on the positive side, it's filled with many great treasures! Explore this area thoroughly before you leave. You can't return later on in the game.

The monsters here are a motley bunch, but on the whole, not that difficult to defeat. Like the EagleMen in the Kentbold Village, the HawkMen here are capable of carrying your party members off the battlefield. The Pixies, while cute, are also masters of negative status anomalies, so watch out!

At the top of the mountain you'll find a Journeyman's Crystal before you find Kent. Be sure to save, because you'll have to defeat a boss before you can rescue the young boy.

Kent lies unconscious on the ground when the Harpy makes its appearance. Expect this to be a fierce battle since the Harpy has no real weaknesses and can inflict a lot of damage with its sharp claws. In fact, your best friend may be the Down Rune you should have picked up in Rockaxe (if you had time to embed it in your weapons).



The Harpy attacks!

The Harpy has two attacks per round and two major attacks. In its physical attack, the Harpy swoops down and picks up one of its enemies and drops him/her from a high distance causing damage and Unbalance. Its magic attack is wind-based and affects the whole party. Keeping up steady attacks is important, as is a good constant defense. You'll find yourself healing your party (or at least certain members) often.

Once you've defeated the Harpy, you can concentrate on healing Kent. Kent reports hearing a dragon's cry in the night, which is what prompted him to come here. Continue north to the next screen where a large egg rests on a tiny island. Recognizing the egg as belonging to a dragon, Humphrey and Futch argue over whether or not to destroy it—especially since it would be cruel to leave it unattended and at the mercy of the Rakutei Mountain monsters. Needless to say, Futch relents and decides to take the baby under his wing.



The egg hatches!

Return to the Highway Village and the townspeople praise you for your courage and success in bringing Kent home safely. In addition, Futch and Humphrey decide to travel with you for awhile.

Feeding the Beast Rune

Catch up with Miklotov at the Muse-Matilda Checkpoint. He joins your party and the guards, under Camus' order, let you pass. Head to Muse. As you near the city, you notice strange lights spiraling out of the city, forming a strange wolf-like apparition. Enter the city to investigate further and Miklotov expresses his surprise at the deserted state of the city. Wander around, fending off attacks by Highland soldiers, until you run into a survivor who collapses at your feet mumbling about the deaths of his family at the hands of a "silver monster."



A strange apparition appears.



What's going on here?

The Last Straw

You return to Rockaxe with Miklotov to report your findings. Miklotov requests that Gorudo allow him to take his troops to invade Muse and rescue the townspeople. Gorudo refuses and Miklotov resigns his commission in disgust. When Camus comes in, Gorudo orders him to arrest Miklotov and is surprised when not only Camus resigns but also both of their armies. Both Knights ask permission to join your army.



A surprising number of the Matilda Knights defect to the Allies.

Radat Falls Too

Shu is saddened by the news of Gorudo's stubbornness, but happy with the new recruits. After a period of rest (during which it is revealed that Shu's rival, Leon Silverburg, has joined the Highland Army as its strategist), news comes from Radat Town that it has been invaded by General Kiba's division and fallen under Highland control. Shu sends you and Viktor to investigate.



Viktor and Hero arrive in Radat.

Head over to Radat and you find that the report is indeed true. When you enter the city, you find Klaus

speaking to a crowd of citizens. Spotting you, he calls you over and delivers the news of Joei's upcoming marriage to Princess Jillia. Return to your Headquarters and deliver the news to Shu.

Major Battle 6

Outside of Radat Town the New Alliance Army takes on Kiba's Company. The placement of the Kentbold troops at the front line angers Ridley, who then decides to pull his troops out before you can rectify the situation. Without Ridley's help, your troops cannot compete, especially once Rowd's reinforcements arrive, and you are forced to withdraw.



Ridley withdraws and the battle ends.

You cannot win this battle, so don't feel bad when your troops are ordered to retreat.

The Death of King Agares

Back in Highland, preparations for Joei's wedding are in full swing. After Agares verifies that the wedding pleases his daughter, he begins the ceremony to make Joei a Knight. When Agares drinks Joei's blood toast, the poison/antitoxin mingling in his blood kills the old King. Luca takes credit for the kill and laughs at his genius!



Luca congratulates himself.

Major Battle 7

The Highland Army is on the move again, this time approaching your Headquarters from South Window City. The plan this time is to have Hero's unit lure Kiba to him, at which point reinforcements will arrive and surround the General's troops. The goal this time is to defeat Kiba!

You get to control the whole show this time. Keep your unit relatively still until Kiba draws near and the rest of the army appears and surrounds them. Expect Ridley and his Kentbold troops to return a few rounds later. Basically, you'll want to take out as many troops as possible while not getting distracted from the main goal, which is capturing Kiba's unit. Saving the use of Fire Spears until you can use them on Kiba is a good idea. Wound him and Rowd's troops will retreat, leaving Kiba to surrender.

Finally, a successful battle!



What to Do?

When you return to your Headquarters, you have to make a decision regarding the fate of your two captives. Shu recommends sparing their lives and (since they are two of the 108 Stars) that's a good idea. When given the option to execute them, be sure to refuse every time. They may seem surly and uncooperative now, but when news of King Agares's murder reaches the castle (compliments of the Highland Army itself), Kiba realizes the depths of Luca's depravity and agrees to help your army defeat him.



*Whatever you do, don't
behead Kiba and Klaus!*

The Search for More Allies

Kiba's knowledge of the Highland Army confirms everyone's worst fears. You cannot survive a combined attack of all of Highland's divisions. It's time to search for more allies. Isn't it lucky for you that Sheena, the son of Lepant, the president of the Toran Republic, is in need of a place of refuge. When he appears in your main hall, no one is sure what to make of the suggestion. Many people, including Freed Y, still have nightmares about the ex-Scarlet Moon Empire, and the thought of having them as your allies is repugnant. Still, you really have no choice.



*Sheena makes a startling
suggestion.*



Freed asks a favor.

Freed Y is sent along with you to show you the way to the Toran Republic and Sheena accompanies you as well. Choose the rest of your traveling party and head to Radat by way of South Window (at Freed's request). In Radat you hire a boat and travel south to the small town of Banner.



*Freed gives directions to go
through Banner Pass.*

BANNER TOWN: AT A GLANCE



Building Information

Inn (40P/person a night)
Item Shop

Item Shop Merchandise

Mega Medicine (500P)
Escape Talisman (500P)
Sacrificial Jizo (5,000P)
Heavy Necklace (5,700P)

Rare Finds

Rose Brooch (14,000P)
Rabbit Plans 3 (3,500P)
Full Plate (26,000P)
Tomato Seedling (2,600P)

JOURNEYS TO DISTANT LANDS



Banner Pass

BANNER PASS: AT A GLANCE

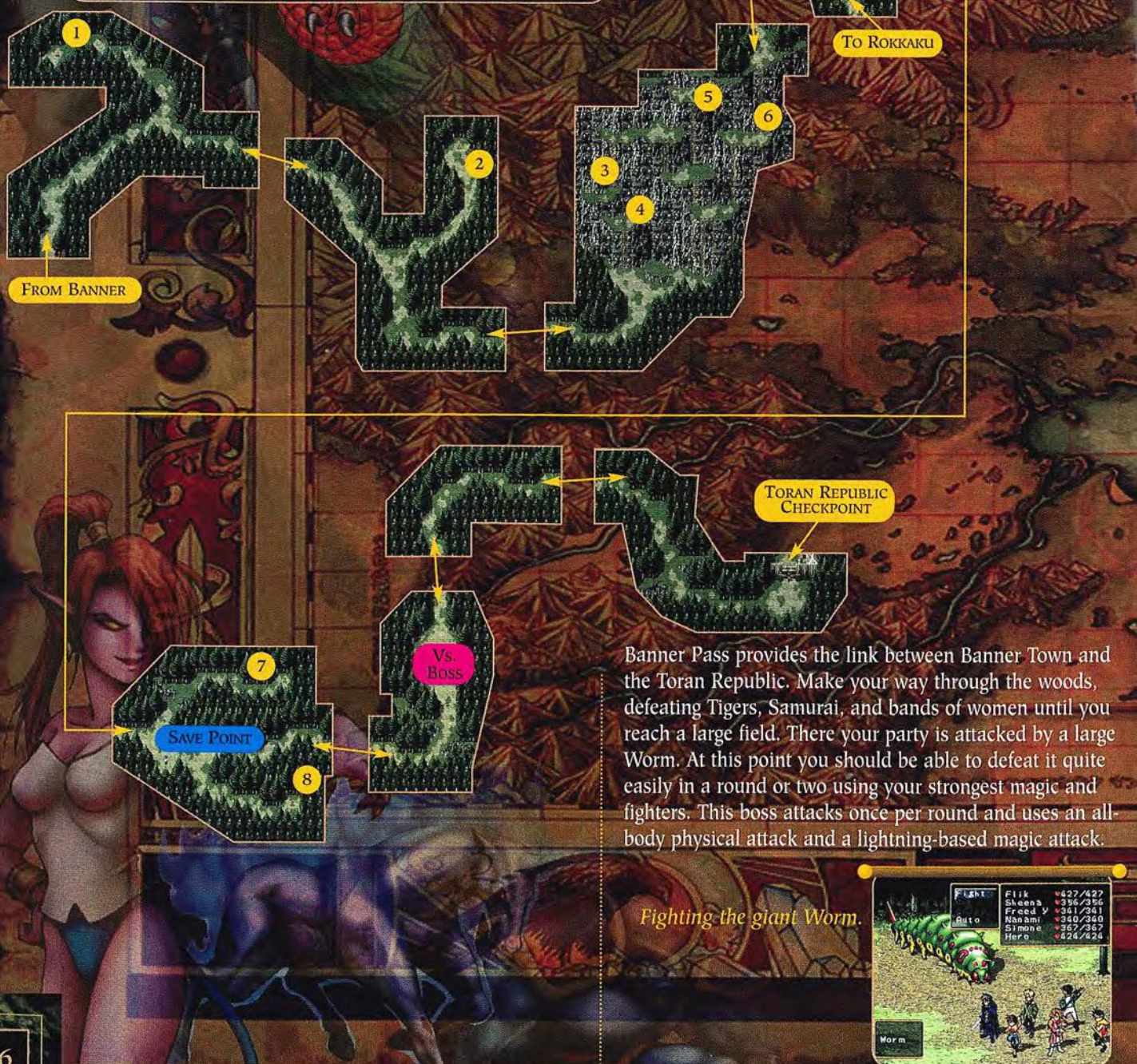
Treasure Data

1. Mega Medicine
2. Full Helmet
3. Magic Ring
4. Stone of Luck
5. Wing Ornament
6. Poison Rune
7. Silver Shield
8. Silverlet

Monster Data

RanRan
RinRin
Samurai
TenTen
Tiger
Boss: Worm 1

JOURNEYS TO DISTANT LANDS



Banner Pass provides the link between Banner Town and the Toran Republic. Make your way through the woods, defeating Tigers, Samurai, and bands of women until you reach a large field. There your party is attacked by a large Worm. At this point you should be able to defeat it quite easily in a round or two using your strongest magic and fighters. This boss attacks once per round and uses an all-body physical attack and a lightning-based magic attack.

Fighting the giant Worm.



At the end of the pass you'll find a well-guarded gate. Talk to Varkas, and with Sheena's intervention your party will be escorted to Gregminster for an audience with President Lepant. In the future, you will be escorted to Gregminster in the same way, but without the conflict.



Varkas waits at the gate to the Toran Republic.

GREGMINSTER CITY: AT A GLANCE

Building Information

Inn (50P/person a night)
Armorer
Item Shop
Rune Engraver
Trade Center

Armorer Merchandise

Head Gear (12,000P)
Half Helm (7,800P)
Magic Robe (20,000P)
Scale Mail (22,000P)
Dragon Armor (23,000P)
Guard Ring (8,500P)
Thunder Amulet (7,500P)

Rare Finds

Mangosh (6,500P)

Item Shop Merchandise

Medicine (100P)
Mega Medicine (500P)
Throat Drops (200P)
Needle (200P)
Escape Talisman (500P)
Flaming Arrows Scroll (700P)
Fire Wall Scroll (1,000P)

Rare Finds

Winged Boots (10,200P)
Recipe 28 (5,700P)

Rune Engraver Merchandise

Water Rune (6,000P)
Lightning Rune (6,000P)
Titan Rune (6,000P)
Unicorn Rune (6,000P)
Gozz Rune (7,000P)

Rare Finds

Mother Earth Rune (16,000P)
Flowing Rune (22,000P)

Trade Center Merchandise*

Soy Sauce (850P)
Wooden Amulet (600P)
Wine (650P)
Native Costume (800P)
Red Pepper (2,350P)
Ancient Text (22,000P)
Pearl (24,000P)
Persian Lamp (16,000P)
Flower Painting (16,000P)
Celadon Urn (23,000P)

*Average Value

Characters You Can Recruit

Sheena
Valeria or Kasumi
Gordon
Lorelai

Miscellaneous Comments

If you've played *Suikoden* before, this city will look very familiar. If you loaded your old Save Data, then you'll find traces of your old Hero all over the place.

A Meeting with the President

Freed Y is a little intimidated to be standing in the antechamber of the people he considered his enemies, but the meeting with Lepant goes very well. Lepant sees a bit of Hero McDohl's spirit in you and consents to give you whatever help he can. His offer is 5,000 soldiers and a general to lead them—and you get to choose the general! The two he offers are Valeria and the ninja Kasumi. Sheena will offer his thoughts (and let you see their stats), but the choice is ultimately yours. Valeria is Anita's rival and a good soldier in general. Kasumi, however, has the greater stats and the added bonus of early entrance into the ninja village of Rokkaku.



Make your choice wisely.

After you've made your decision, Lepant will also ask you to take his prodigal son, Sheena, along with you. He also makes a

present of the "Blinking Mirror" a tool that allows you to teleport back to your castle from any place on the World Map. In conjunction with Viki, this allows you to travel almost anywhere, instantly.

The Blinking Mirror is a great addition to your inventory!



After you finish your business in Gregminster, have Varkas escort you back to Banner Pass and head back to Banner where you are greeted by Ridley.



Ridley and Apple rush you back to Headquarters.

Rokkaku Town

If you chose to recruit Kasumi, take the secret path to Rokkaku and pay Lord Hanzo a visit. Kasumi will persuade him to provide the Alliance Army support. He orders Mondo and Sasuke to go to your Headquarters and lend their help to the cause. These two will come in very handy in the battles immediately ahead.



Kasumi provides reinforcements of her own!

ROKKAKU TOWN: AT A GLANCE

Trade Center Merchandise*

Soy Sauce (300P)
Salt (700P)
Candle (200P)
Flute (300P)
Crystal Ball (400P)
Musk (7,000P)
Gold Bar (17,000P)
Deer Antler (3,500P)
Japanese Dish (8,500P)

*Average Value

Characters You Can Recruit

Sasuke
Mondo

Miscellaneous Comments

There is a well hidden passage to this town in Banner Pass. If you find it, you must meet certain requirements before you can enter. If you decide to recruit Kasumi, you may enter here when your castle is at the Level 3 stage. If you choose Valeria, you must wait until your castle reaches Level 4. When you do get to enter, be sure to pick up as many gold bars as possible from the Trade Center. Selling them at the center in Highway Village will net you lots of money.

Luca Blight's Last Stand

Apple and Ridley transport you immediately to your castle, where plans are underway to counter Luca's latest battle plans. With the help of Leon Silverburg and troops from Harmonia, Luca plans an all-out offensive against the New Alliance Army. The new reinforcements from Toran have helped fill out your army but you are still grossly outnumbered by the Highland Army.



Leon outlines his strategy.

In the Command Tent, Leon Silverburg reveals Highland's plan of attack. When news arrives at your Headquarters of their presence in Radat

Ridley is dispatched to find out their true numbers.

Major Battle 8

Before Ridley can return to your castle, he is ambushed by the Highland Army. If you get a healing-capable unit close enough to Ridley and prevent him from being surrounded and defeated, you stand a chance of winning this battle. However, the odds are stacked against you and it is most likely that the battle will end with Ridley's capture.



Your objectives only sound easy.

The Prisoner

If you cannot prevent Ridley's capture, he will face an audience with Luca Blight who asks him to betray your army. When he refuses, Luca sends him away.



Ridley remains loyal.

Back at home, Shu makes plans to attack Luca Blight dead on, while rescuing

Ridley at the same time. The ambush calls for you to attack Luca directly.

Shu's next plan.



Major Battle 9

The battle starts simply enough. Your unit draws Luca's out, and then your reinforcements come in around the sides. You have an overwhelming advantage in this battle, and to end it, all you need to do is injure Luca Blight. Once you do, he will teleport off the battlefield, but not before casting a spell that injures your entire party! Withdrawal is your only option at that point.



Luca's magic destroys your advantage.

A Daring Plan

Shu is surprised by Luca's strength and seems at a loss as to what to do next. As you wander through your castle, you see Ridley return. He comes bearing a surprising piece of intelligence: a letter from Leon Silverburg outlining Luca's plan for a surprise attack. Shu immediately responds by planning his own surprise.



Ridley brings an usual present.

Shu's plan calls for a personal attack on Luca as he rides through the forests near the castle. He calls for you to

form three battle teams led by Flik, Viktor, and yourself. Since Luca is the most difficult boss in the game (possibly worse than the Final Boss itself), you will want to spend some time thinking about the composition of these troops.

Ideally, you will want to use your strongest allies (which is why it benefits you to keep up with the recruitment of the 108 Stars). Group them so you have both healers and strong fighters in each party. Two to three healers a group is necessary. Water/Flowing Runes and Resurrection Runes will be your best friends in the battle ahead. Put the healers and magic users in the back rows, where they are less likely to be hurt. Hero should also be lodged there to protect him in the final part of the battle. Fill the front rows with your strongest fighters. It helps if you take the time to sharpen everyone's weapons, upgrade armor and equipment, and embed Runes. Also, take into account the power of Unite Attacks when forming your parties—these can be just as effective as powerful spells.

Luca Blight is extremely strong and extremely fast. He attacks three times each round. His physical attack is harsh, striking one person three times, but his magical attacks, which affect one row or one column of the party, are even worse. You want to divide your time between attacking him and healing members of your party. Don't forget to use spells like Protection Mist or Silent Lake in addition to healing medicine. Luca is strong against all magic types, but don't let that stop you from attempting to use strong magic against him. He has 6,500HP and you'll need all the help you can get!



Luca Blight inflicts tons of damage with his attacks!



Use defensive spells to shield you from his magic!



Once Flik's party has inflicted enough damage, Luca will attempt to flee one way, where he'll end up running into Viktor. Once Viktor has had his turn with Luca, Hero's party gets to finish the battle up.

If you win, the game continues. If not, it's Game Over! I hoped you managed to get a save in before this all started!



Luca loses the first round.

The Duel

Even after you defeat Luca Blight, he still manages to get up and run away. Hero goes in pursuit (hopefully remembering to fully heal himself first!). The brilliance of Shu's plan is revealed when Luca gets distracted by a shining amulet. He opens it up and fireflies fly out and illuminate the area long enough for Allied archers to shoot him down.



Luca falls for the bait!

When you arrive on this scene, he's still prepared to take you on in a Duel Battle. The odds of winning are in your favor if you remembered to heal yourself immediately after your last battle. Luca on the other hand will have very little left on his health meter. There is a good chance that his first attack will be a Wild Attack. Watch for the clues in his speech and respond accordingly. After the last battle, this duel should seem ridiculously anticlimactic!

Is this the end of Luca Blight?



A Wedding and a Truce

After the battle with Luca, Hero collapses in exhaustion. Back in Highland, a wedding is taking place and Joei Atreides becomes Joei Blight, King of Highland.



Joei becomes King.

When Hero recovers, he and Nanami are given clearance to go wander around the area. In Kuskus they meet with Culgan who invites the Alliance to attend a peace treaty signing with King Joei at Joston Hill in Muse. Teresa, Nanami, Chaco, and Hero travel to Muse and Shu calls Viktor and Flik aside.



Culgan
"Yes, Luca Blight has passed away,
and the current King of Highland,
Joel Attreides, wishes only to
end this terrible war."

*Culgan announces a peace
treaty, but others suspect
a trap!*



Shu
"Viktor, Flik...
I have a favor to ask."

In Muse, Chaco runs off while the rest of the party travels to the top of Jouston Hill for the signing. There, Joel demands that Hero and the Alliance surrender to him. If they refuse, Joel will call for a showing of force from the troops behind him. Before you can agree or disagree, Viktor arrives with Pilika and rescues the party when Joel is distracted by the sound of Pilika speaking for the first time since the incident with Luca.

The party escapes with further help from Chaco, who stays around to open the gates and then returns to the castle.



Joel
"We're not old friends anymore,
now we're enemies.
I demand that you surrender to
the Highland Army, Hero."

Joel orders a surrender.

A surprise visitor.



Joel
"Pilika!!! Why are you here...!"

The war continues...

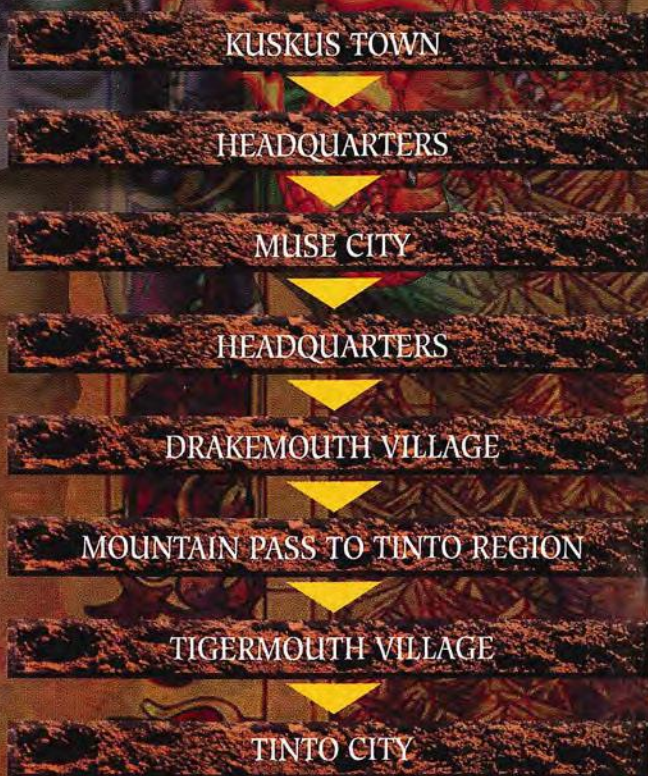


JOURNEYS TO DISTANT LANDS

RETURN OF THE NECLORD

THIS LEVEL AT A GLANCE

Location Flowchart



PATTERN A (IF YOU DON'T RUN AWAY)

TINTO MINE (TINTO SIDE)
TINTO
CROM VILLAGE
TIGERMOUTH VILLAGE
CROM VILLAGE
TINTO MINE (FIELD SIDE)
TINTO CITY
HEADQUARTERS
GREENHILL FOREST
GREENHILL CITY
HEADQUARTERS
MUSE CITY

PATTERN B (IF YOU RUN AWAY)

CROM VILLAGE
TIGERMOUTH VILLAGE
MOUNTAIN PASS
DRAKEMOUTH VILLAGE
CROM VILLAGE

Characters Who Join Automatically

Koyu: After the events in Muse with Joel, Koyu shows up at your Headquarters to ask for your help with a troubling situation in the Tinto region.

Kahn: After the Neclord's arrival in Tinto, Kahn shows up in Crom to help you finish him off.

Sierra: The pale and sleepy inhabitant of the Tigermouth Inn is none other than Sierra the Vampire. If you beat her in battle, she will join your party to help you defeat the Neclord once and for all.

Gijimu: You run into him in the Mountain Pass while trying to get back to Koyu's village. Later on, after you defeat the Neclord, he will automatically join your army.

Lo Wen: Koyu's sister. She shows up in Tinto as one of the Neclord's captives. Once you defeat him, she will join the army with both Koyu and Gijimu.

Marlowe: Joins automatically after the events in Tinto.

Hauser: Joins automatically after the events in Tinto.

Characters You Can Recruit

Raura: A friend of Jeanne's who has a terrible sense of direction. If you've already recruited Jeanne, you can easily convince Raura (who can turn Rune Crystals into Scrolls!) to meet her friend at your Headquarters. It just may take her a while to find it...

Tenkou: When your castle is at Level 3, you'll find this gentleman in Crom. Present him with a Window Set and he'll join your party immediately.

Long Chan-Chan: First meet him in the inn in Rockaxe. You won't be able to recruit him, but later on, with Wakaba in your party, enter the inn in Crom Village and watch the mayhem that results. Afterwards look for Long Chan-Chan behind the Item Shop. If your castle is at Level 3, he'll join up then.

Jess: The acting mayor of Muse has a big chip on his shoulder! But, after you defeat the Neclord, he'll change his tune and you'll have the chance to recruit him.

Abizboah: You can find this kraken in the watery depths of Tinto Mine but only if you have a Listening Rune in your inventory. Your castle must be at Level 3.

L'Roladia: Return to the spot where you recruited Abizboah in Tinto Mine with another Listening Rune. L'Roladia is not one of the 108 Stars and giving up your last Listening Rune to him means that you cannot recruit one of the other monsters who is.

Chukachula: After you've recruited Abizboah and L'Roladia, return to your castle and visit the docks.

Georg Prime: He appears in a secluded area in the Mountain Pass after the events in Tinto if your castle is at Level 3. Talk to him and ask him to join your army.

Gantetsu: Once you defeat the Neclord for good, return to South Window and challenge Gantetsu to a battle of strength. When you win, he'll join the party.

Jude: After you've liberated Greenhill City, talk to him in the Blacksmith classroom in the Academy and find out about his clay shortage. Bring him more from Forest Village and he'll join your party.

Pico: Once you've liberated Greenhill City, after you've recruited Annallee, speak to Pico in the Greenhill Inn and tell him of Annallee's whereabouts.

Albert: Once you've recruited both Annallee and Pico, return to Tinto City and tell Albert in the Armorer's shop where he can find them.

Tessei: After the liberation of Greenhill, take Viktor to the Blacksmith in Kuskus and talk to Tessei. He'll join as the army blacksmith.

Genshu: Once your castle reaches Level 4, sharpen your weapon to Level 14 and take a boat over to Coronet Town. Show Genshu your very sharp weapon and he'll join. Genshu can be found on the docks before the line of guards.

Sasuke: If you didn't recruit Sasuke earlier in the game (with Kasumi), you'll have another shot once your castle reaches Level 4 and you are allowed entrance into Rokkaku without Kasumi.

Mondo: If you didn't recruit Mondo earlier in the game (with Kasumi), you'll have another shot once your castle reaches Level 4 and you are allowed entrance into Rokkaku without Kasumi.

Emilia: If you didn't recruit her before Greenhill fell, you can do so now after you've liberated the city.

Boris: Should you decide to run off with Nanami during the events in Tinto, Ridley will die. Return to your Headquarters and you'll meet his son, Boris.

Pesmerga: Once your castle has reached Level 4, return to the Cave of the Wind and recruit Yuber's rival, Pesmerga.

Vincent De Boule: When your castle reaches Level 4, return to where you found Simone in Radat (with Simone in your party) and he'll join up.

Mazus: You can recruit this arrogant mage from the depths of the Tinto Mine only after your castle has reached Level 4.

The Hero McDohl Quest

If you choose to load final Save Data from the first *Suikoden*, you will have the opportunity to recruit that game's hero, conveniently called "Hero McDohl" here. The Save Data that you load must have all 108 Stars and must be from the final Save Point in the game (before the Final Boss). If not, your data will be rejected when you try to load it.

After defeating Luca Blight, return to Banner and speak to Ko, the young boy who hero-worships the Hero from the previous game. He'll tell you that a mysterious McDohl look-alike is fishing off the secluded pier. You dash over there only to find Gremio guarding the path. Return to Ko and he'll offer to distract Gremio by crying for help. The ploy works and you find yourself face to face with Hero McDohl.



Kids say the greatest things!



Ko helps you distract Gremio.



You speak with the famed hero!

After a brief discussion, word is sent out that Ko was kidnapped by mountain bandits. Both heroes decide to go after him and join forces. Head back into Banner Pass, and at the Save Point you'll find the dastardly bandits. However, these evil men are only a small fraction of the problem. Once they recognize the identities of both heroes, half of the team is prepared to split. The leader takes a bit more menacing to break, but when he does, he reveals that they left Ko in the forest when they were attacked by a monster.



They left Ko with a monster!

You find Ko lying on the path in the same location where you fought the Worm. Before you can diagnose Ko's problem, another Worm appears. This one you should be able to take care of in one round (although I'd recommend holding off on using too many powerful Rune spells). Once destroyed, the Worm (2) metamorphoses into a gigantic Poison Moth.



The Poison Moth in action.

This boss is very difficult to defeat—especially if you've left your big healers at home! It uses three major attacks: a physical attack against one enemy where it lifts the character into the air and pounds it back into the ground (ouch!); a Thunder-based attack that sends streams of lightning at the whole party; and a Poison-based attack that dusts the party with a yellow poisoned mist that both damages and causes Poison. It can attack twice in one round and with each attack doing around 100-130HP of damage, you won't be able to last long if you can't heal the whole group in large increments!

Don't worry if your party perishes before the Moth does. After a brief cutscene, both heroes combine the strength of their Runes to destroy the Moth in a pyrotechnical display of magic!

Unfortunately, Ko has been critically poisoned and needs medical attention ASAP. Hero McDohl and Gremio suggest taking him to Dr. Luikan in Gregminster.



Ko is deathly ill and time is of the essence!



Dr. Luikan cures the boy, but before you can return to your duties, President Lepant tries to hand the title of President over to its rightful owner, Hero McDohl. After McDohl literally runs away from the responsibility, your group heads into Gregminster proper, where they are greeted by all of Hero McDohl's friends from the original Suikoden. Rest and relax before heading back to the castle and picking up Ko.



Lepant tries to understand McDohl's reluctance to lead.

The big reunion!

Gremio and McDohl accompany you back to Banner and then return to their home in Gregminster. If you decide to recruit Hero McDohl for a quest, you can always visit him there and ask. For those of you playing the Cooking Mini-Game, Gremio holds the recipe for Special Stew, which he'll give you after beating the next to the last chef.



Return to McDohl's house any time to recruit him!

And Now, Back to the Story...

The events in Muse put everyone on edge, especially Nanami, who can't forgive Shu for using Pilika as a pawn. Shu warns her that he's willing to sacrifice anyone, anything to protect Hero.

As you go to leave the castle, a bandit by the name of Koyu arrives to plead for the army's help. In the main room, he explains that his village of Lampdragon (and much of the Tinto area) has been overrun with Zombies. It is unclear to him whether or not Highland is behind the infestation, but Viktor immediately recognizes the Neclord's signature. He urges you to go check things out.



The price of fame.

Viktor knows the source of the problem immediately!



Into the Mountain Pass

Create your traveling party and head over to Drakemouth, located to the south of Kobold Village. The entrance to the Mountain Pass leading into the Tinto Region is closed off to travelers, but Koyu manages to talk the guard, an old friend, into letting you pass.



Koyu sweet-talks your way past the guard.

DRAKEMOUTH VILLAGE: At A Glance



Building Information

Inn (80P/person a night)

Miscellaneous Comments

This very sleepy town functions mainly as the entrance to the Mountain Pass that leads to the Tinto area. As you might expect, this little village is a great place to find live-stock and seedlings.

Mountain Pass to Tinto: At a Glance

Mountain Pass to Tinto

Treasure Data

1. Master Robe

Monster Data

AirLizard
Killer Dog
Zombie (A) 3
Zombie (B) 3

Characters You Can Recruit

Georg Prime
Gijimu

Run through the mountain pass, choosing to go north at the crossroads. Koyu notifies you when you get there, so be sure to follow his directions.



Lampdragon Village is located high in the mountains, to the northeast of where you are.



To DRAKEMOUTH VILLAGE



To TIGERMOUTH VILLAGE

When you reach the top of the pass, Koyu's brother Gijimu and his friends run into you. The Zombies attacked Lampdragon and the bandits were forced to destroy the village and burn the bridge crossing over there. There's nothing else you can do here, so Gijimu points you in the direction of Tinto City, the next known target of the Zombie horde. Because you need Tinto's support to win the war against Highland, this is a great opportunity to impress them.

Gijimu sends your party to Tinto.



Backtrack to the fork in the road and continue moving west. The Mountain Pass ends at the entrance to the village of Tigermouth, a burg strikingly similar to Drakemouth.

TIGERMOUTH VILLAGE: AT A GLANCE



Building Information

Inn (90P/person a night)
Appraiser (300P/Item)

Characters You Can Recruit

Sierra

Miscellaneous Comments

Tigermouth is another small village set in the grassy and dusty Tinto region. This is another town that is low in creature comforts like shops, but high in agricultural riches and other Rare Finds.

Lord Gustav and the Neclord

The lack of a guard at the entrance to Tigermouth Village concerns Koyu, who insists that the party head north to Tinto City. Exit the city to the west and follow the road around the mountains leading to the industrial city of Tinto.

Lord Gustav's house is located in the center of town. Take the stairs next to the Blacksmith's shop and you'll end up right at his front door. Inside, Gustav greets you and admits that he needs your army to provide reinforcements against the Neclord's horde. Koyu goes in search of his brother and sister (who had to escape Lampdragon on her own). Gustav asks Marlowe to show your group to their rooms upstairs.



Gustav recognizes the need for allies.

TINTO CITY: AT A GLANCE



Building Information

Inn (200P/person a night)
Blacksmith (up to LV 13)
Armorer
Item Shop

Armorer Merchandise

Pointed Hat (1,200P)
Half Helmet (7,800P)
Silver Hat (24,000P)
Chain Mail (6,500P)
Half Plate (12,000P)
Scale Mail (22,000P)
Dragon Armor (23,000P)
Full Plate (26,000P)
Steel Shield (2,500P)
Kite Shield (4,300P)
Chaos Shield (17,000P)
Guard Ring (8,500P)
Gauntlet (1,700P)
Silverlet (7,000P)

Rare Finds

Wind Hat (35,000P)
Tunic (200P)
Taikioku Wear (28,000P)

Item Shop Merchandise

Medicine (100P)
Mega Medicine (500P)
Antitoxin (200P)
Escape Talisman (500P)
Flaming Arrows Scroll (700P)
Bolt of Fury Scroll (700P)

Rare Finds

Skill Ring (11,500P)
Fire Wall Scroll (1,000P)

Characters You Can Recruit

Albert
Hauser
Jess
Lo Wen
Marlowe
Raura

Miscellaneous Comments

Tinto City is the place to buy armor! Be sure to save up your Potch so you can outfit your team in style here. Two Guardian Deity plans can be found if you search the two houses below the Armorer and remember to return to Tinto after the events here are finished. Gustav has a Mother Earth Rune for you.

The Neclord Appears!

The next day, Ridley appears with support troops just as Gustav's daughter Lilley rushes in to announce the appearance of monsters in town! You all rush down to the entrance of the town where the Neclord awaits.



The Neclord greets the stunned crowd.

Instead of helping Highland, the Neclord is merely interested in turning the Tinto region into his personal kingdom. He warns the townspeople to leave Tinto immediately or become more of his Zombie minions.

Back in Gustav's house, more troops arrive, led by Jess, the acting Mayor of Muse. Seeing Hero and Nanami, he instantly denounces them as the murderers of Lady Annabelle. Despite their protestations to the contrary, Jess refuses to listen and storms out.



Jess is convinced that Hero killed Lady Annabelle.

Decision Time

Save the game when you're given the chance at this point. You must make a decision that will affect the course of the game: do you run away with Nanami or stay here and fight with your friends?

After more discussions about the next day's battles, it's time to turn in. Outside the meeting room, Lilley waits for her father. Talking with her seems to upset Nanami, who is still sad about Pilika. Upstairs, you try to go to sleep but are interrupted by the appearance of Leknaat, who warns that the day is near when you and Joei must fight.



Leknaat pays you a midnight visit.

Unable to sleep, you wander the halls to find Nanami equally restless. Talk to her and she'll hint at what is bothering her.

Nanami speaks in very cloaked terms, depending on how you respond to her comments. If you maintain a stance that you are needed here and committed to the New Alliance Army, Nanami will never even suggest leaving. However, if you see her point at least once in the conversation, she'll ask if you'd consider running away with her to a place where there are no wars.



Nanami wants to leave. What do you want?

How you answer affects what happens next in the game, so think about it carefully!

If You Choose to Stay and Fight

If you choose to stay and fight with your army, Nanami laughs off the whole suggestion. Of course, you have to stay. With this decided, you can go back to sleep.



Nanami understands.

The next morning, you awake to the news that Jess has decided to take his troops and attack the Neclord based on information given to him by a spy. The other generals are concerned about the attack's risks but cannot talk Jess out of his potentially rash actions. Klaus reports that if Jess loses, Neclord stands to gain 5,000 new "men."

Jess's plans are risky and possibly dangerous to the Alliance!



The troops head out of Tinto, leaving you all alone with nothing to do but protect Tinto City itself. Walk over to the inter-city entrance of Tinto Mine (by Gustav's house) and you'll hear the miners talking about a tunnel collapse from which no one returned. Could this possibly be a clue to the Neclord's true location?



A chance encounter with the miners makes you think.

You and Nanami enter into the mine to check things out and meet up with the Neclord once again. After revealing the true nature of Jess's spy, he attacks. Once again, without the power of the Star Dragon Sword, Neclord is invulnerable to all forms of attack. The fight continues for only a few rounds before the Neclord pulls out. He decides that your blood would make the perfect cap to his 100 person sacrifice to his Rune, but the Bright Shield Rune protects you once again!



Surprise, surprise!



Neclord prepares his attack.

When you emerge from the mine, you find that the town has been overrun by Zombies. You and Nanami try to escape, but the effort of using the Rune causes you to collapse. Nanami carries you on her back and runs from the city.

CROM VILLAGE: AT A GLANCE



Building Information

Inn (120P/person a night)
Item Shop
Trade Center

ITEM SHOP MERCHANDISE

Medicine (100P)
Mega Medicine (500P)
Antitoxin (200P)
Vengeance Scroll (1,000P)
Cape of Darkness (6,800P)
Wing Ornament (8,000P)

Rare Finds

Magic Ring (13,000P)

Trade Center Merchandise*

Red Pepper (1,200P)
Crystal Ball (300P)
Candle (750P)
Wooden Amulet (850P)
Holly Berry (900P)
Wine (1,500P)
Book (6,000P)
Musk (8,500P)
Gold Bar (30,000P)
Wide Urn (13,000P)
Blue Dragon Urn (22,000P)

*Average Value.

Characters You Can Recruit

Kahn
Long Chan-Chan
Tenkou

Miscellaneous Comments

The gold bar trade between Crom and Rakkoku is truly inspiring. Although you'd make more money trading at Highway Village, its inaccessibility for much of the game makes Crom a good place to go when trying to trade enough to impress Gordon in Gregminster.

You awake a few days later in the town of Crom to the news that Tinto has fallen to the Neclord. To make matters worse, Lilley has not been seen since. Go downstairs and you'll find Leona there to handle all of your party management needs.



You awake to bad news!

On your way out of town, you run into Kahn, who has tracked the Neclord here and is planning to destroy him soon. He mentions that he's

found the person who can help them with sealing up the Neclord's power and that that person is in Tigermouth right now.

Choose your party members and head off with Kahn and Viktor to Tigermouth to meet up with this mystery man.



Almost all of the vampire hunters have been gathered.

In Tigermouth, you learn that the final addition to your attack party is none other than the pale woman from the inn; the one who sleeps all the time. Well, at this point someone has dared to awaken her, and she's not overly happy, especially because the townspeople want to blame her for the whole Zombie thing.



Sierra's in trouble!

Kahn recognizes the woman as does the Star Dragon Sword. She is a vampire herself, in search of the Neclord so that she can regain the Moon Rune that he stole from her. She'll join your party, but only after you defeat her in battle.

Sierra forces you to prove yourself.



Sierra attacks with a variety of physical and magic attacks that are quite survivable. Once beaten, she'll join your party and travel back to Crom with you. There you learn that Lo Wen and Lilley were captured by the Neclord, who is now residing in Tinto City itself. The only way in is through Tinto Mine, so that's where you need to go next!

If You Choose to Run Away with Nanami

If you choose to run away with Nanami, she'll write a note and insist that you leave the Blinking Mirror in the room for the next leader. Two of your other party members (except Viktor) meet you at the door and decide to join you part of the way.



Nanami makes you leave the Blinking Mirror behind.

If you try to return to Tinto, you'll be chased away by Zombies!



In Crom, you are stopped at the entrance by villagers accusing you of being spies. You are shocked to hear that Tinto fell. The villagers take you to the head of the village, where Koyu identifies you. He's happy that you managed to escape and hopes that Klaus and Viktor are all right too. He gives you his room and insists that you spend the night there.



Koyu gives you the benefit of the doubt.

Nanami makes plans to slip away in the night, but you are interrupted by Marlowe and Koyu talking. When Marlowe

mentions seeing Koyu's sister and Gustav's daughter kidnapped by the Neclord, Nanami realizes that escape is not possible this evening.

Lo Wen and Lilley's kidnappings make Nanami stop in her tracks.

The next morning Nanami oversleeps and the group is late in starting off. When you leave the house you see Zombies menacing the villagers. Depending on your mood, you can choose to help the villagers or to run away. Marlowe and Koyu meet you at the edge of town and help you escape.



Marlowe and Koyu try to hold the Zombies off while you escape.

The next stop is Tigermouth, now deserted. A guard at the eastern gate is surprised to see someone running away when brave people like Lord Hero, Lord Jess, and Lord Gustav are trying to win back Tinto. He runs away when he sees Zombies at the western gate of the city, leaving you with another chance to escape.



Do you run or stay and help fight?

If you decide to continue running, Zombies will ambush you. The Bright Shield Rune shines and destroys them easily. The energy expended causes Hero to collapse. Nanami carries him and runs from the next wave of undead.

Again, Nanami is surprised by the power of the Bright Shield Rune.



Nanami runs through the Mountain Pass with Hero on her back, fighting Zombies here and there. When the group meets a certain plateau, Nanami stops to catch her breath. The other party members offer to help carry Hero, but Nanami insists on protecting her brother. When another Zombie appears, a strange person helps the tired group out.



A strange man appears and fights for them.

In a quiet area, Hero awakes and the group thanks their hero, Georg. When Hero explains that he is no longer the leader of the New Alliance Army, Georg shares a bit of his life and warns Hero to escape now before another battle starts.

Georg gives Hero much to think about.

You run to Drakemouth Village and once again Hero collapses. Nanami carries him to a warehouse and lets him sleep it off. She apologizes to him for her selfishness, for not seeing what this flight would cost him. Her speech is interrupted by the arrival of Flik, Apple, and Shu.



PRIMA'S OFFICIAL STRATEGY GUIDE

Shu demands to know if you've had enough of fooling around. Shu recounts the death of Ridley (who died while looking for you in Tinto) and slaps you for all of the pain that you've caused your followers. He leaves you with the option of returning to Crom and continuing the fight or leaving for good. Nanami decides that she will support whatever choice you make.



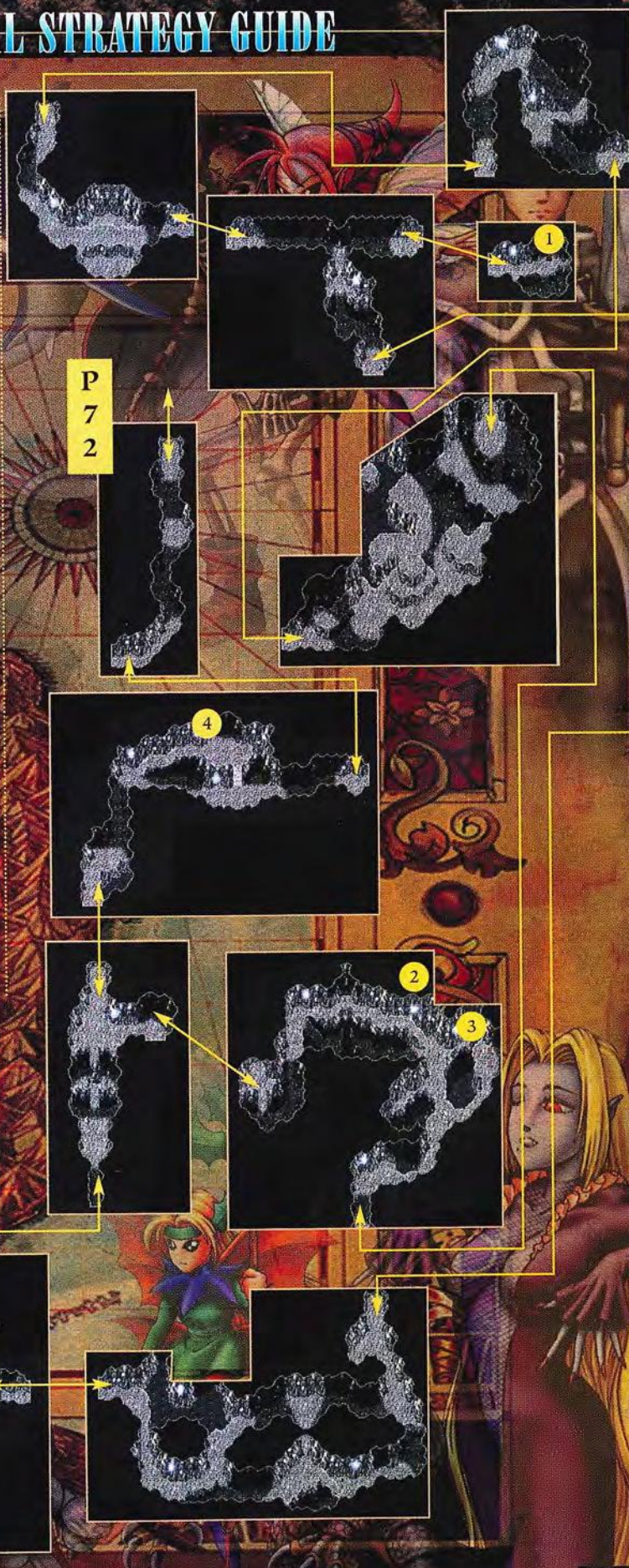
If you want to end the game prematurely, leave Drakemouth Village with Nanami.

If you decide to return to Crom, Flik will join your party and travel back with you. Viktor greets you and tells you to get some sleep (he also returns the Blinking Mirror). In the morning, Sierra and Kahn follow you down the steps and brief introductions are made.



It's like you never left in the first place!

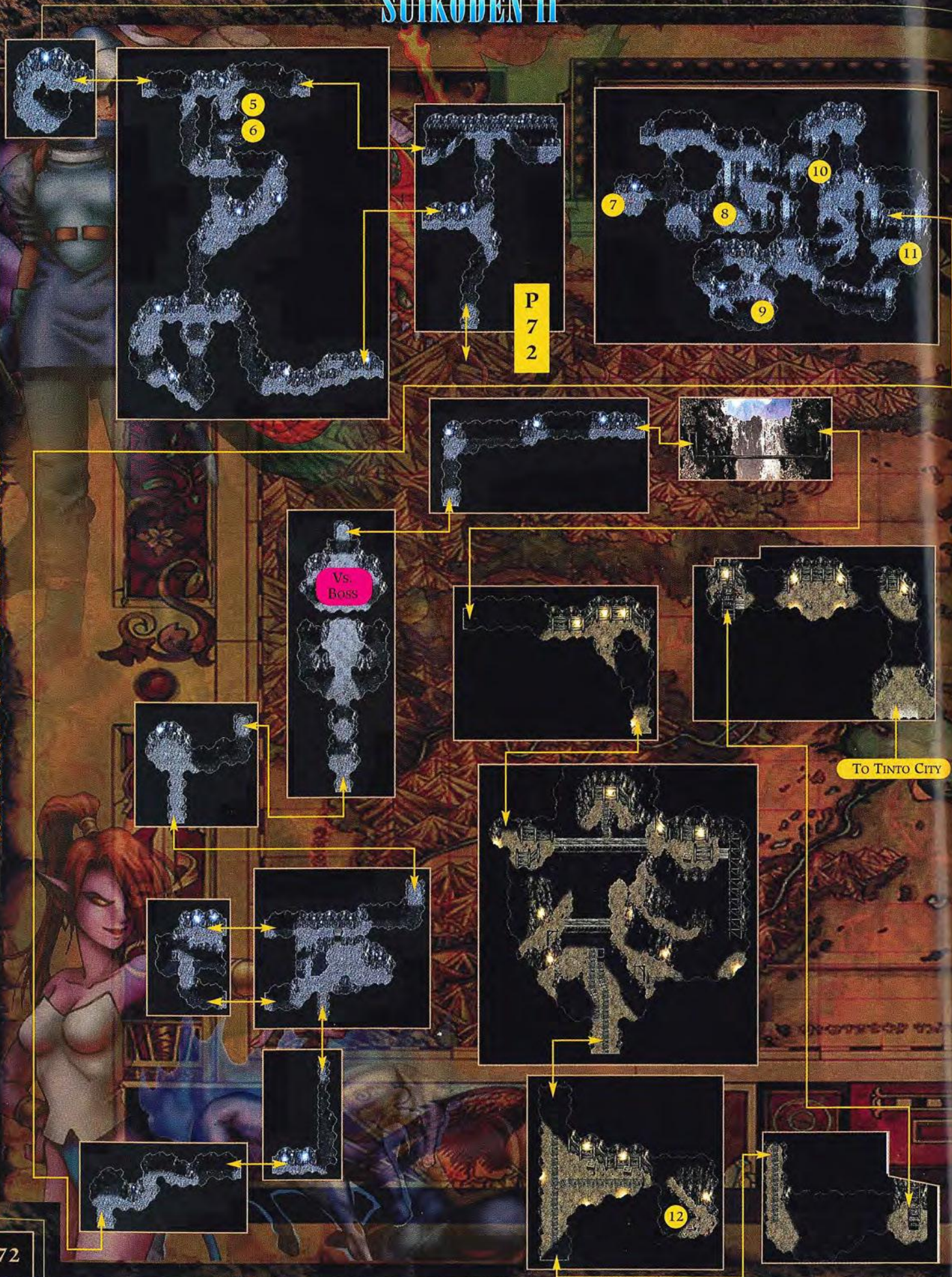
Tinto Mine



RETURN OF THE NECLORD

SUIKODEN II

RETURN OF THE NECLORD



To Tinto City

TINTO MINE: AT A GLANCE



Treasure Data

1. Dancing Flames Scroll
2. Stone of Mag-Def
3. Full Helmet
4. Master Garb
5. Old Book Vol. 9
6. Window Set 5
7. Silver Necklace
8. Mega Medicine
9. Double-Strike Rune
10. Star Earrings
11. Wind Hat
12. Cape of Darkness

Monster Data

Neclordia

Skeleton (Spear) 2

Skeleton (Sword) 2

Unicombie

Zombie (A) 4

Zombie (B) 4

Zombie (A) 7

Zombie (B) 7

Boss: Neclord (2nd Fight)

Boss: Stone Golem

Characters You Can Recruit

Abizboah

L'Roladia

Mazus

Both paths lead you to Tinto Mine and an eventual meeting with the Neclord. Unless you decide to end the game prematurely and run away completely, you'll end up in Crom with Viktor, Sierra, and Kahn about to start off for Tinto Mine.

Tinto Mine is a confusing and twisting cave, filled with dead ends, slippery ramps, and plenty of undead monsters!



Once you've defeated the Neclord, return to the mine with a Listening Rune and you'll be able to recruit Abizboah the kraken. If you have another Listening Rune, you'll be able to recruit its friend L'Roladia as well. Because L'Roladia is not one of the 108 Stars, keep in mind that recruiting it doesn't allow you to recruit one of the other monsters (Feather or Sigfried) who are Stars.



The slide room has one fatal flaw. Once you slide down a slide, you can't walk back up it! This is only a problem if you've slid down the slide to the right of the Save Point. Once you do that you cannot access the first part of the mine again!

Mazus is one of the treasures found in the slide room. He's also one of the last characters that you can recruit!



Push this box into the gap. Then take the long way around to the left and use it as a bridge!



Near the junction of this part of the mine with Tinto City is a larger cavern. Sierra decides that Viktor should lead the group inside. As you enter the chamber, the ground shakes and Neclord's pet, the Stone Golem, crawls out of the rocky ground. Although large and massive, this boss is not nearly as difficult to defeat as you might expect.



Viktor senses something.



The Stone Golem attacks!

The Stone Golem is weak to Lightning, so be sure to use that to your advantage. This is a good battle for using some of the scrolls that you may have collected in your travels (including the ones here!). Other than that, you'll want to keep your magic consumption to a minimum because you won't have time to heal yourself at an inn before taking on the Neclord. Working for you is the fact that the Stone Golem can only attack once a round, allowing you to plan your healing strategies better.

Once defeated, the Golem slumps to the ground and you can pass through to Tinto. The Neclord is holed up in the Church at the top of the city. Heal yourself and then enter the sanctuary.



Sierra senses his evilness.

The Final Battle with the Neclord

Inside the main hall, Viktor and the Star Dragon Sword keep Neclord occupied while Sierra and Kahn perform their binding spell. Once the seal is set on the floor beneath him, the Neclord's special protection fails and it is time to attack.



The sealing is completed.

The Neclord is a tough character to beat. He attacks twice a round and intersperses his physical attack with two high-powered magic attacks. His Beam Attack has a 70% chance of causing its target's Instant Death, while the other spell shoots lightning at the entire party. Unleash all of the most powerful magic you have at your disposal and be sure to have Hero keep up a steady stream of healing. The Neclord is weak against Holy magic and strong against Fire, Earth, and Darkness. Choose your spells carefully.

er the Neclord is defeated, Sierra takes back the Moon Rune, and Viktor and the Star Dragon Sword deliver the final blow.

The magic at the Neclord's command.

Once the Neclord is defeated, Sierra takes back the Moon Rune, and Viktor and the Star Dragon Sword deliver the final blow.

This is the moment the Sword has been waiting for.

With the Neclord subdued and Lilley and Lo Wen returned to their families, life in Tinto gets back to normal. Lord Gustav promises to add his forces to your army and even Jess has a change of heart and appeals to you to accept his help.



Counterattack!

When you return from Tinto, Shu decides that it's time for the New Alliance Army to wage some attacks of its own. The army's first target is the liberation of Greenhill!



Shu loosely describes his counteroffensive.

Shu orders you to bed, but when you get there a surprise is waiting. A woman named Lucia challenges you to a Duel Battle. Defeat her and Hik, Viktor, and Shu will run in time to arrest her. Whether you choose to lock her up or not, she will have escaped by the morning anyway.

A strange woman waits in your bedroom.



The next day, Shu marshals the troops for the Greenhill Campaign. He decides to send Kiba and Ridley to Greenhill to fight against Yuber, while Viktor and Hauser try to slow down any Highland reinforcements coming from Muse. Apple will control the flow of information and manage things from the castle. You get to choose which of three places you'd rather be.



Decide which team to assist.

Major Battle 10 (Pattern A: Greenhill-Muse Checkpoint)

This battle starts with your forces (Viktor, Flik, Hero, Hauser, Teresa, and two others) lined up against Joel and three Highland support teams. The conversation at the beginning will clue you in to Culgan and Seed's imminent arrival. Seed's troops arrive about three turns into the battle and then Culgan's follow when Joel pulls out around the fifth turn. By the end of the following turn, Seed's troops also withdraw from battle. At that point, you should have an easy time of defeating Culgan and what remains of his troops. Expect him to concede shortly thereafter.



Joel's strategy is baffling, even to your own generals.

The secret to winning this battle (or at least approaching it confidently) lies in the strength of your own troops. With five of your troops remaining constant (i.e., Hero, Flik, Viktor, Hauser, and Teresa), you can easily rearrange the content of your units to your advantage. Make sure that one of them is carrying Tsai and his Fire Spears and that another has the Heal capabilities of Huan.

Major Battle 10 (Pattern B: Greenhill City)

This battle takes place outside of Greenhill against troops led by the recently escaped Lucia and Yuber. The goal is to enter Greenhill and take out Yuber's main unit. Even though Highland's support troops are relatively weak, expect this to be a long battle. Your best bet is to rearrange your troop arrangements so that your unit, Kiba's, and Ridley's are high on defense as well as offense. Be sure to bring along those Fire Spears and Huan's Heal spell.

Defeat Yuber and he'll concede you the win.



Major Battle 10 (Pattern C: Headquarters)

This is probably the most interesting of the three choices, if only because you get to see what goes on besides the scenes. Basically you get to wait with Apple as the battle reports come in. Once you read them, you must provide a response. As with any other strategic battle, you can decide upon your own response or look to Apple for assistance.



How will you answer?

Greenhill Forest, Part Two

All three battles end with Hero meeting up with Klaus, Kiba, Teresa, and Shin in front of Greenhill City. Although Kiba was successful in his attack, Greenhill still belongs to Highland. Teresa suggests that you infiltrate the city using the secretive forest passages. With her as a guide, you enter Greenhill Forest from the back.



Teresa has a plan on how to get into the city.

As you make your way through the woods to the city, your party is surprised by Lucia and her entourage. Angered over the murder of her father by Gorudo and Teresa's father, Lucia has sworn revenge against Greenhill and the Alliance. She attacks. Lucia is a skilled fighter, but not much to worry about. She gets two attacks per round and seems to favor her Whip Attack over Fire Magic.

Lucia ambushes the party.



Once the battle is over, Teresa tries to soothe her with a heartfelt promise to investigate the matter thoroughly, even if it means discrediting her family's name. Lucia is unmoved but lets the party pass by.



Teresa makes a promise to reveal the truth behind Lucia's story.

When you arrive in Greenhill, you have a chance to rest and save your game before going up against Yuber. Yuber is unimpressed by your Rune and summons a Bone Dragon to challenge you. This boss is the strongest one yet and will require diligence to beat. It is weak to Holy, Wind, and the Bright Shield's magic and attacks only once per round. Those are the only advantages you have.

Yuber greets you with a sneer.



Fire is the Bone Dragon's greatest ally.

Make sure that you have several good fighters on your side and some good healers too! Defensive spells work well against this boss and you should be sure to use them early on.

Once you defeat Yuber's monster, the Highland soldiers flee and the townspeople rejoice! Fitcher arrives and summons you back to the castle where Joei's latest strike is under discussion.

The citizens of Greenhill cheer the destruction of the Bone Dragon and the defeat of Highland.



Matilda Falls

News comes that Matilda has now fallen to Highland, which explains the bizarre tactics employed by Joei in your last battle. As a result, Shu suggests going after Muse next.



Klaus reports the news.

You, Apple, and Klaus return to Greenhill to deploy the troops. After setting up a temporary barracks in the dormitory, you venture outside with Nanami only to see Lucia disappearing into the Academy building. You follow her through the secret door and into the forest behind. A few yards away, Joei waits to talk with you.

Nanami is surprised to see who waits in the woods.



Joei once again pleads with you to quit the battle, but you know now that you cannot. Both Runes shine in agreement. Return to the dormitory building and start the next battle.

Battle 11 Versus Muse

The goal of the battle is to retake Muse by moving one of your units into the city itself. This is not really a battle that Highland wants to win, so it will be rather easy for you to retake Muse City. Concentrate some of your forces on Lucia's troops (the remainder of the Highland forces retreat in the third round once their "preparations" are complete), while you swing your faster-moving units around them toward Muse. You win either by defeating all of the enemies or by entering Muse.



When the majority of Highland troops withdraw after a few rounds, that's a sign that something is up.



Luc provides an explanation.

Before you can react, reports arrive of the approaching Highland Army. Apple recognizes the trap and ensures that you can all escape back to the castle.

The Golden Wolves

Your advisors are worried that your victory was too easy and urge caution as you and Viktor enter the seemingly deserted city.

It was all a trap!



The city is too quiet for comfort.



As your party approaches City Hall, you spot soldiers running out the door. Investigating, you find yourselves attacked by a great Gold Wolf. This beast is strong against all magic but has low HP for a boss character (only 3,500HP). Defeat it using whatever means necessary, then leave City Hall.



Fighting the Gold Wolf.

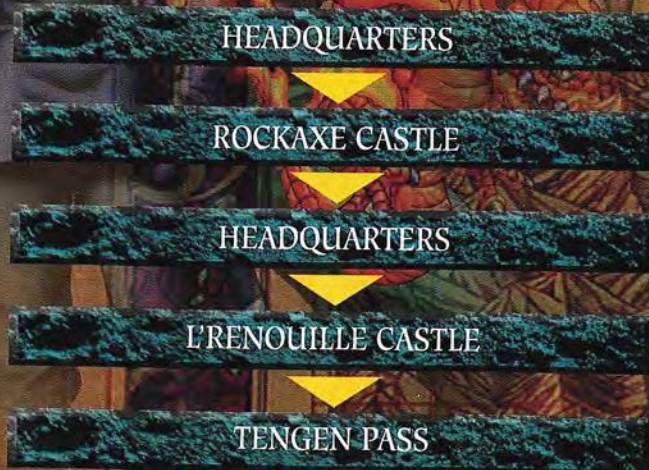


Outside you spot three more of these beasts as they menace your soldiers. Run past them to the front gate where Apple, et al. await your report. Luc explains that they are a part of the Beast Rune that has destroyed the Blight family and that the citizens of Musé must have been sacrificed to feed it.

THE BEGINNING OF THE END?

THIS LEVEL AT A GLANCE

Location Flowchart



Do You Have All 108 Stars?

Before you walk into the briefing about the Rockaxe Mission, take the time to talk to Luc and survey your list of Stars. If you have already recruited all 108 Stars (or if you don't care about seeing the Best Ending, etc.), then continue playing. If you haven't recruited all 108 Stars, now is the time to complete your roster.

The Rockaxe Mission Briefing is the game's "time of reckoning," and the strength of your following is measured and rewarded accordingly. If you have all 108 Stars alive and well in your army, then you will receive the ability to use the 4th-Level Bright Shield spell—the Forgive Sign—and the ability to see all three endings to the game. If you choose not to gather all 108 Stars at this time or have lost some in the previous battles, the 4th-Level Bright Shield spell will not be unlocked and you will be limited to two possible endings.

The Turning Point



Uh oh!

After the Gold Wolf debacle at Muse, return to the castle to rest and regroup. Head up to Shu's room where you overhear Shu speaking to General Kiba. Shu's latest idea

calls for Kiba to take his men to the old Mercenary Fortress and provide a distraction while the remainder of your army tries to retake Matilda. This battle is for all the money and will determine whether or not your rebellion is successful.

After Kiba leaves, go in and talk to Shu to trigger the Rockaxe Mission Briefing in the main hall. If you still have some recruiting to do, don't speak to Shu or agree with his proposal yet.

The Briefing



Leknaat's appearance is a sign that everything is going well.

Everyone assembles in the main hall to hear the latest battle plan. After Shu explains

his strategy, it's your job to rouse the troops. If you have all 108 Stars, Leknaat appears to explain more about the dynamic between the Bright Shield and Black Sword Runes. She also gives you the power to use Forgive Sign, the 4th-Level spell of the Bright Shield Rune. This is your reward for diligent recruitment. If you do not have all 108 Stars, she will not appear and the spell will not be unlocked!

Major Battle 12



Joel
"So it was a decoy...
Troops, encircle them, and attack!
If we can rout the Orange Army
here, we've as good as won."

Joel prepares to crush your army, but then changes his mind when your reinforcements arrive.



Joel
"We've been outmaneuvered..."

With General Kiba harassing half of Highland's forces at the old Mercenary Fortress, you and the other half of the army take on Joel's forces at the Matilda-Greenhill border. Joel has already seen through Shu's ruse and has a scheme of his own in the works. Your major goal here is to keep everyone alive until you see Shu's counterattack. With Matilda forces attacking you from the north and Highland forces attacking from the east, this will be tough. Expect Culgan's troops to make an appearance in the southwest corner (cutting off your retreat) at the end of round two; reinforcements of your own will appear shortly thereafter. When they arrive, Joel orders a retreat and you automatically win the battle.

Infiltrating Rockaxe



Shu
"Was that good, Mr. Shu?"

Choose your party members well. Rockaxe Castle is well-guarded!

Your castle's support staff rallies behind your cause!



Shu
"Lord Hero, everything is riding on you. Select the party members to join in your invasion of Rockaxe Castle."

After the identity of your mysterious reinforcements is revealed, Shu orders everyone back to Greenhill. His next plan involves drawing Highland's troops away from Rockaxe long enough for you and a select party to sneak into Rockaxe Castle and swap flags. The idea is to burn the Highland flag and replace it with your own in the hopes that it will trick the Highland and Matilda troops and demoralize them enough to defect. It sounds pretty simple, but the trip itself will be long and emotional. Choose your party members well and head off.



If you need to save or take a quick shopping trip, you can leave Rockaxe without incurring any penalties. As always, the time crisis is just for dramatic effect and does not have any bearing on the story line.

Rockaxe Castle

ROCKAXE CASTLE: AT A GLANCE

Treasure Data

1. Stone of Speed
2. Escape Talisman
3. Stone of Defense
4. Crimson Cape
5. Earth Shield
6. Power Gloves
7. Flame Helmet
8. Mega Medicine
9. Gold Necklace
10. Dragon Plans 4
11. Unicorn Plans 4
12. Earth Armor

Monster Data

Cockatrice
Commander 7
Highlands (Bow) 11
Highlands (Spear) 11
Highlands (Sword) 11
Hippogriff
Matilda Knight
Boss: Gorudo



Blue Knight
"We'll lure away the enemy's front line. That's your chance to go."

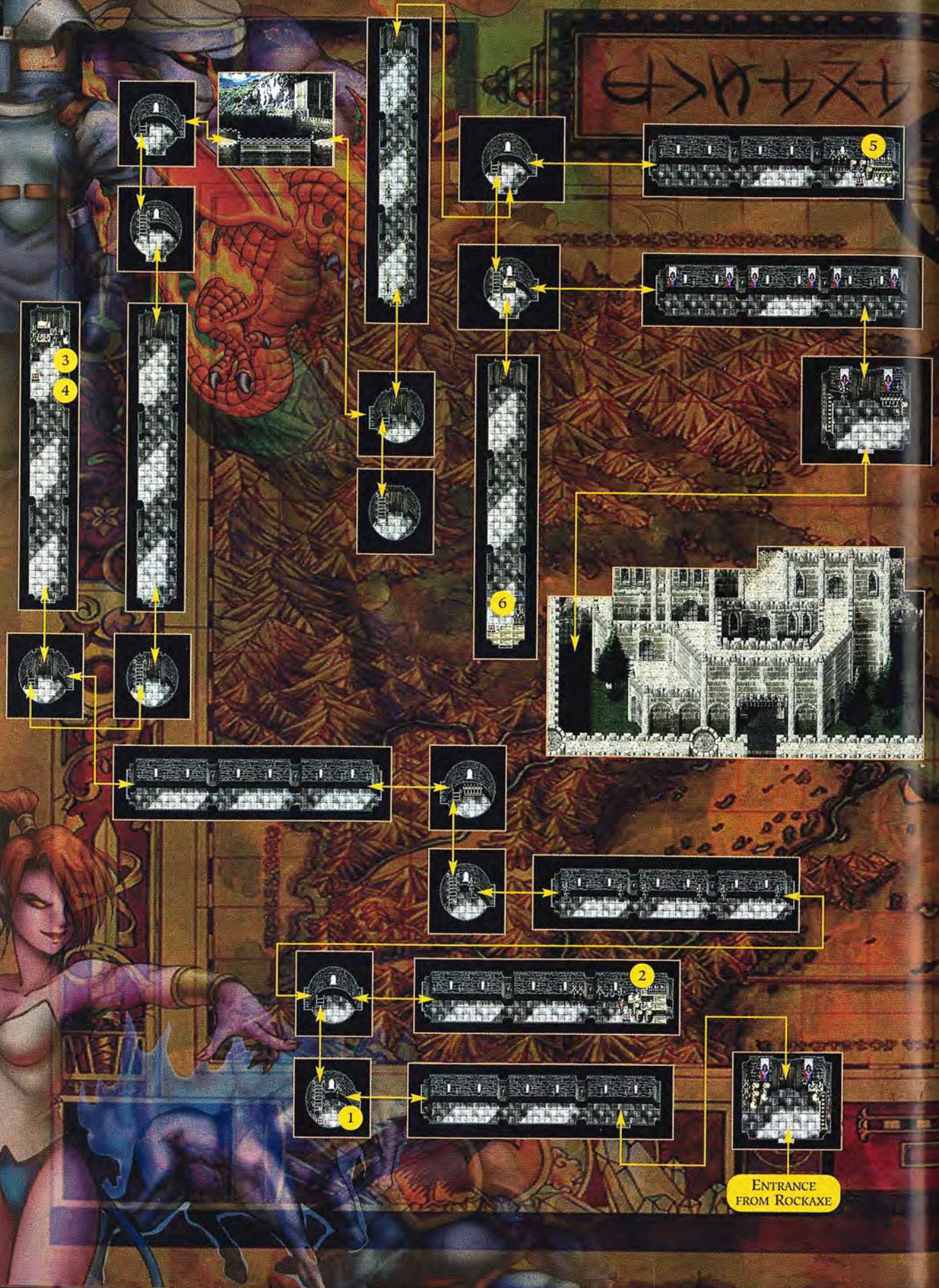
Outside the city bad news arrives from the Mercenary Fortress.

Inside the city, Knights loyal to your cause let you into the castle itself.



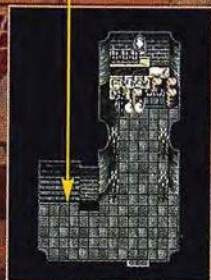
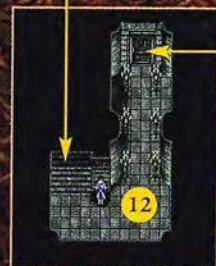
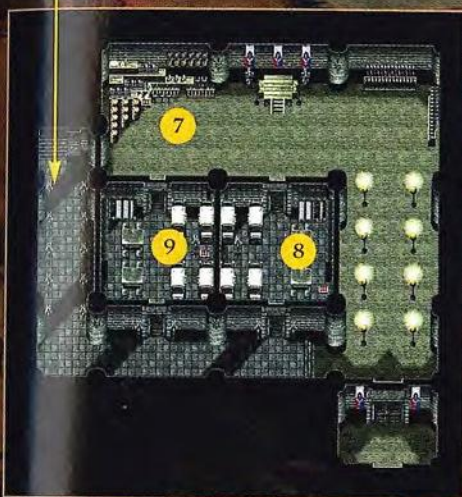
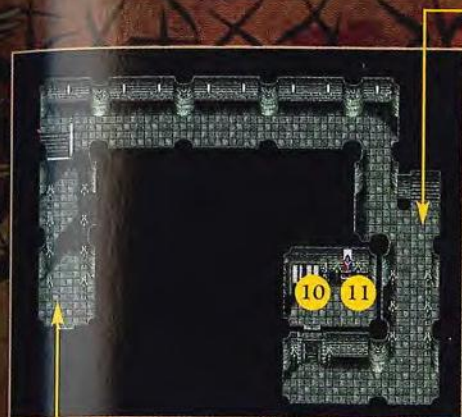
"...During the battle, both Silverburg and General Kiba were mortally wounded..."

THE BEGINNING OF THE END?



For the most part, Rockaxe Castle is pretty straightforward. The average level of the monsters in the castle is LV 52. Lots of treasure can be found, so explore everywhere. You also want to look out for groups of Matilda Knights patrolling the hallways. When you come within their range, they'll attack you and you won't be able to flee. If you're lucky, the Highland archers will drop a copy of Recipe 36 for your cooking pleasure. If you miss it your first time through, you'll be glad to know that these troops do not disappear once you've cleared the castle.

Be sure to save at the Save Point when you reach it. A Boss battle will follow shortly, along with a traumatic event that can have a happy ending depending upon the speed of your responses. If you miss out the first time, this is a good save spot to restart from.



The party splits up.

Shortly after you pass the Journeyman's Crystal, the rest of

your party will split off to take care of any stray patrols, leaving you and Nanami to take care of the flag burning on your own. Head up the stairs and straight ahead through the door onto a long balcony. Joeli appears sans retinue. His goal is to fight you and put an end to this war once and for all. At this point, it's clear to both of you that a duel is inevitable. However, before you can join swords, Gorudo and his men appear.



A surprise meeting?

Gorudo's treachery!

Pleased with the chance to defeat the leaders of both armies, he has his troops fire arrows at the group. Nanami swiftly leaps to defend both you and Joeli. She successfully bats away all but the last arrow, which wounds her deeply. Gorudo moves in to attack and Joeli joins you in battle one last time, for Nanami's sake.



THE BEGINNING OF THE END?



Nanami lies in critical condition after Gorudo's attack.



If you don't want the story to be spoiled, skip ahead to the next section! The speed of your reaction to Nanami's daring can save her from certain death. As she leaps into position, a dialogue box opens so that you can call out to her. Choose whichever option you like—the important thing is to choose it as quickly as possible. You'll know if you were fast enough on the button if Hero jumps into a fighting stance with Twin Fangs at the ready. If not, he'll stay in place and watch in horror as his sister is brought down. The story line remains the same (she is still gravely wounded) except that Nanami recovers and you have the opportunity to see the "best" ending. You must have already successfully gathered all 108 Stars before this event for her rescue to take place.

Battle against Gorudo

Even though there are only two of you, Gorudo and his guards should prove no match against the power of the Bright Shield and Black Sword Runes that you and Joei wield. In fact, it should only take you about two and a half rounds to defeat them all if you play your cards right. First of all, use the most powerful spells at your disposal. Joei's Hungry Friend spell will easily take out all of Gorudo's Matilda Knights while relieving Gorudo of one-quarter of his HP. Once you've gotten the battle down to the two of you against Gorudo himself, try casting Forgiver Sign (if Leknaat unlocked it for you before the Rockaxe battle). If neither of you has taken much damage, the brunt of this spell will be borne by Gorudo himself, causing about 2,000HP damage. Not too bad, eh?



One of Gorudo's attacks, which does hefty damage but only to one person.

Gorudo relies on Earth elemental attacks (Quivering Earth and a special attack) and physical attacks with his sword. Neither of these should pose much of a problem for you, especially because he can only attack once per round and two of his three attacks affect only one person.

Aftermath



Shu takes over.



The play works.

Once you've defeated Gorudo, Joei leaves without further ado. Hero nurses Nanami as best he can until Shu arrives to take over. The flag swap occurs, and down at the Muse-Matilda border everyone watches as your army visibly announces its ownership of Rockaxe. Your army wins another battle.



Dr. Huan delivers some bad news.

Back at your Headquarters, everyone waits anxiously outside the door of Dr. Huan's infirmary. Talk to the people hanging around and amuse yourself until Dr. Huan comes out with news of Nanami's condition. Unfortunately she has died.



Once again, skip this section if you don't want the story spoiled. If you managed to cry out to Nanami in time back in Rockaxe Castle before the accident (and you have fulfilled the other requirements), Dr. Huan will end his report by asking to speak with Shu in private. If he does not do this and you did manage to collect all 108 Stars before the Rockaxe Briefing (receiving the visit from Leknaat, etc.), restart the game back at the Save Point before the encounter with Gorudo and try again. (You did save at the Save Point, right?) You need to call out to Nanami as soon as that dialogue box appears on the screen.

And, In Other News...



While you're reeling from Nanami's death, Shu reminds you that it's still business as usual with the war. His next plan calls for you to make a direct attack on Highland's territory,

namely the capital, L'Renouille. Give the order to begin the invasion.

Back in Highland, Joeli is working some magic of his own. In order to encourage his troops and appease the Beast Rune's bloodthirst, he makes a big production of sacrificing his wife. It's all a ruse, but the tactic works nonetheless.



On the home front, we find Hero recovering from his latest battle with exhaustion and Apple and Shu discussing the battles ahead. Shu asks Apple to pick a card from the three he has spread out in front of him before she leaves. The card she chooses is Fire. Hmmm...

Major Battle 13



Leon Silverburg falls into Shu's trap!



Shu's latest battle plan has Hero and Hauser leading troops on the left and right flanks of the Highland Army. The major plan, however, is to have Shu's troops lead them into the forest where he's laid a trap. You won't actually participate in this battle (the action is handled by the CPU), so sit back and watch the show. Once Leon Silverburg's army reaches the forest, Shu gives the signal and Viktor sets the trees on fire, trapping both the Highland Army (and Leon Silverburg) and Shu. This is a decided victory for your army, but at quite a cost.

Shu's (Not Quite) Last Stand



Shu and Leon's final confrontation.



Viktor comes to the rescue, again.

THE BEGINNING OF THE END?

In the burning forest, Shu and Leon meet for the last time and argue over their roles in this war and history in general. Before they can go much farther, a burning tree cuts them off and separates them. Back at camp, Apple waits anxiously for news of Shu while Flik restrains her from going off and looking for him herself. Needless to say, Viktor saves the day and returns with a disgruntled Shu in hand.

Major Battle 14



The opening arrangement and mission goals.



Victory comes not when all are defeated, but when you enter L'Renouille.

This battle marks the end of the strategic battle section of the game. This time, your job is to invade L'Renouille, much like you did earlier with Muse. Moving one of your troops into the city itself is sufficient to end the battle, so make that your primary goal. Before you enter this battle, look at your troop formations and verify that everyone is where you want them to be. This time around, expect the enemy to stick close to L'Renouille without much movement. You'll be up against Highland's strongest forces led by Seed, Culgan, Lucia, and Han (from Han and Genkaku fame). Don't expect to defeat them outright, but you will be able to push them away from the castle's opening.

With the Enemy in such cramped quarters, you'll find Mazus' Fire spell incredibly effective at causing the maximum number of Enemies the maximum amount of pain. In fact, it's a good idea to add Chaco to his troops to increase his movement distance to three spaces. Get him out to the castle early on so that he can cast his spell without having to worry about it harming any of your other allied troops. In addition, make sure that your cavalry units are well-equipped in the ATK and DEF departments and keep healers close by in the second lines. Clear the pathway to the entrance of L'Renouille Castle and enter at your first opportunity.

L'Renouille Castle

L'RENOUILLE CASTLE: AT A GLANCE



Treasure Data

Bolt of Wrath Scroll
Champion's Rune
Fury Rune
Goldlet
Robe of Mist
Stone of Defense
Stone of Power
Wind Amulet
Window Set 7

Monster Data

Bronzem
Chimera
Commander 8
Highlands (Bow) 12
Highlands (Spear) 12
Highlands (Sword) 12
Magus
Boss: Lucia
Boss: Seed
Boss: Culgan
Boss: Silver Wolf (Left Head, Right Head, Left Leg, Right Leg, and Rune)

To make things more challenging for you, I've left out the maps for L'Renouille, but here's a hint: When presented with a fork in the road, your best bet is to choose west over east and north over south. And west should almost always be your first choice over going north.



Patrols lie in wait throughout the castle. Use their fallen bodies as a marker of where you've already explored.

You'll spend your last game hours in L'Renouille. You have three Boss Battles and one Duel Battle to look forward to. In between you'll find locked doors, nifty treasure, and plenty of Highland soldiers on patrol. At this point in the game, however, your characters should be able to take on anyone without breaking much of a sweat.



The exit to the World Map lies hidden, directly opposite the tent in the southeast corner of the screen.

After you invade the city in Major Battle 14, the action shifts to outside the castle gates. Apple has you choose your party members and sends you on your way. Before you enter and take on your first challenge, Lucia, leave the city (the entrance/exit is directly north of the tent's opening) and head home to save and restock your provisions. Visiting nearby Sajah Village is a good idea, if only to see if the Item Shop has a certain Golden Hammer in stock. Sharpening weapons and arranging Runes are other good activities to engage in before you storm Joei's castle.



My party of choice for this section quickly became Hero, Flik, Viktor, Pesmerga, Hero McDohl, and Kahn. Both Flik and Viktor had Double-Beat Runes embedded in their arms and I supplemented Kahn's Resurrection Rune with one of my Blue Gate Runes to increase the damage they could cause. In addition, I equipped Hero McDohl with a Flowing Rune so that my entire back line had some form of group healing spell at its disposal. Ideally, you'll want to balance strong magic skills with strong physical attacks so that you are prepared for both general battles and Boss Battles.

SAJAH VILLAGE: AT A GLANCE



Building Information

Inn (70P/person a night)
Appraiser (50P/Item)
Item Shop
Rune Engraver (after L'Renouille is cleared)

Item Shop Merchandise

Medicine (100P)
Mega Medicine (500P)
Escape Talisman (500P)
Crimson Cape (9,000P)

Rare Finds

Horned Helmet (65,000P)
Windspun Armor (210,000P)
Golden Hammer (6,500P)
Lamb (4,000P)

Rune Engraver Merchandise

Rage Rune (18,000P)
Flowing Rune (22,000P)
Cyclone Rune (18,000P)
Mother Earth Rune (16,000P)
Thunder Rune (19,000P)

Rare Finds

Blue Gate Rune (30,000P)
Phero Rune (50,000P)
Star Earrings (12,000P)
Power Ring (14,000P)

Miscellaneous Comments

The best thing about Sajah is that you can buy the Golden Hammer here. This item, when given to Tessei, gives him the ability to sharpen your weapons to LV 16, the highest level. In addition to the treasures to be found at the Item Shop, you can also shop at the Rune Engraver's, which appears once you've defeated the Final Boss of the game.

Battle against Lucia

Waiting for you at the entrance of L'Renouille Castle is the indefatigable Lucia. This is the final battle against her, and it shouldn't differ too much from the last two. Lucia now attacks three times each round, with a combination of whip attacks and Fire-based spells that affect the whole party. Accessories that protect against Fire are useful here. However, if your party hits Lucia with all of their strongest attacks/magic she should fall before she can do much damage.



Lucia casts typical Fire-based spells that damage the whole party.

Teresa tries again to make peace.



Afterwards, Teresa and Shin make another plea for Lucia's patience as they try to figure out what happened so many years ago. Teresa reiterates her promise to make things right, even if it destroys her own family's name. In a show of trust she turns her back on Lucia, who is surprised to find that she cannot strike her enemy down in cold blood. The three leave and you can get on with your adventuring.

Hero vs. Han



Listen to his words. They give clues to what you must do.



Follow the hallways in the west wing of the castle to the main hallway in the middle of the castle. There you find the path blocked by Han, the best friend and enemy of your adopted father, Genkaku. Han fills in more of the story about his friendship with Genkaku and the power of the Runes that you and Joeli now possess. Then he challenges you to a Duel Battle. As with other Duel Battles, the easy way to success is by intuiting your opponent's actions through his taunts. If you healed yourself fully before this battle, you should be able to defeat him easily.

Getting Closer!



When you come across a Journeyman's Crystal on the left side of a great hall, you'll know that the ultimate battle is at hand. Saving at this spot also

recovers your characters fully (both HP and Magic Points), so do it before you meet with Culgan and Seed.



Finally, a showdown with Culgan and Seed.



Culgan and Seed, Joel's top two generals, try to block you from going any farther toward the throne room. You have no choice but to fight them. Culgan and Seed are pretty equally matched in strength and power. Both can attack twice in one round and use a combination of magic and physical attacks. Culgan is strong in Water-based magic while Seed is strong in Fire. Ideally, you should work on Culgan first (because he can cast recovery spells) and Seed second. Don't be afraid to use your party's magic to its fullest. The Final Boss may lurk ahead but you can always return to the all-healing Save Point before you meet up with him.

Leon and the Beast Rune



While you are trying to defeat Seed and Culgan, Joel prepares to depart. He sends Pilika and Jillia away to live in the "safe house" he's created for them, while he plans to disappear.

Well, are you ready?

Once you've defeated Seed and Culgan, the path to the throne room is cleared. Save and heal yourself at the

Journeyman's Crystal, then go to face your destiny! In the anteroom to the throne room lies the markings of the Beast Rune and Leon Silverburg. He slices his wrists and lets the blood unlock the power of the Silver Wolf.



The Final Boss: The Silver Wolf

The Silver Wolf is made up of five magical parts: Left and Right Heads, Left and Right Legs, and the Rune itself. Each part has specific strengths and weaknesses. The Left Leg is in charge of recovery magic and is the strongest of the three parts. It can cast once per turn. The Right Leg casts spells that cause negative Status Anomalies. Combined with the fact that it can attack twice per turn, this leg has the power to really screw your party up—if the CPU decides to use its magic. The two heads are of equal strength and cast Fire and Ice/Water spells that can do quite a bit of damage. The Rune can cast spells on its own and in conjunction with the two Heads. When you see their three crests shine, brace yourself. Their Lunar spell causes a tremendous amount of damage that can almost wipe your entire party out.

The trick to defeating the Silver Wolf lies in planning ahead for its attacks. The Silver Wolf as a whole can attack three times in one turn. It can use individual attacks or combine them for one big attack. Your job is to be prepared for either while still remaining on the offensive. Make sure that you have one good Healer in addition to Hero (Hero McDohl with a Flowing Rune is a tremendous asset in this battle because of his magical prowess) on the back lines as well as strong fighters in the front. Targeting the Rune first is a good move, but you may find that splitting your attacks across the Rune and the Left Leg is a more efficient strategy. The last thing you want is for the Silver Wolf to be able to heal itself after you've finished using all of your powerhouse spells!

Alternatively, if the Silver Wolf decides to put its Right Leg to use, you may want to attack that limb first. It's easy to repair HP damage, but Status Anomalies are another matter altogether. Two good spells can easily leave half of your party alive but incapacitated. Once you've taken out the Rune and the Legs, concentrate on the two Heads. Of the two, the Left Head casts the most powerful spells, making it a natural priority.



When you see all three crests flash, prepare for the biggest Unite Attack you've seen so far!

The Right Leg's Status-inflicting attack is almost as deadly as the Rune and Heads' Unite Attack!



Of the two heads, the Left Head's flaming sword attack causes the most damage.



A Tale of Three Endings



That empty robe is not a good sign.

Your party escapes from the crumbling castle just in time!



Once you defeat the Silver Wolf, your party runs to the throne room only to find Joel gone and the castle in the process of self-destructing. You make it out just in time and your staff cheers your luck! Back at the castle, after a long rest, you find yourself with decisions to make. Save the game at this point so you can enjoy all the endings.

THE BEGINNING OF THE END?

Ending One



The offer is made. What will your answer be?



It should come as no surprise to learn that your army wants you to become the leader of the new country that they are founding. Everyone is assembled in your main hall and they await your answer. Will you take the leadership of this new country, named after your triumphant army?



Is this a hint?

If you choose to take them up on their offer, the game ends right there. Scenes of your country's new-found wealth and happiness flash by as the future of your comrades is revealed. Once the credits finish, you'll be treated to an image of Joei waiting by your designated meeting place from the beginning of the game, a clue to the second ending.

Ending Two

You can also decide not to take the leadership role that's offered. Instead, leave the castle (after a parting scene with Flik and Viktor) and head back to Kyaro.



In the tree behind Genkaku's Dojo you'll find some nice items.

Head to Tenzen Path in the northwest corner of the Kyaro region. Follow the path until it splits, then take the western path. The area should look somewhat familiar—it is, after all, the site of the Unicorn Brigade Massacre. Continue up the path until you meet up with Joei at the meeting place by the waterfall.

A predestined meeting.



The force of destiny is strong and the two of you are compelled to fight, regardless of your personal feelings. A duel ensues. However, its result is up to you. If you choose to defeat Joei in this battle, Ending Two commences.



The transfer of the Black Sword Rune signals the true end of the war.

At the end of the duel, Joei begs you to take possession of the Black Sword Rune. When you do, he dies peacefully and you end up returning to your Headquarters and becoming the leader of your newly revitalized kingdom. The image shown at the very end of the credits changes to a sepia-toned picture of Hero, Joei, and Nanami, a clue of what the third ending has to offer.



Another hint?



If you did not recruit all 108 Stars in time or if you did not react in time to save Nanami, the game automatically defaults to the second ending regardless of what you do during the Duel Battle. When offered the choice of receiving or refusing the Black Sword Rune, you will find yourself unable to decline—no matter how hard you try!

Ending Three

Whether you attack Joei once or twice (don't defeat him!) or simply defend against him throughout the entire duel, the dividing line between this ending and the second one lies with your choice to take or refuse Joei's Rune. To see the third ending you must have recruited all 108 Stars before the Rockaxe Briefing and reacted to Nanami's show of bravado against Gorudo quickly enough to prompt Huan to call Shu in for a secret conference. In addition, when asked to take possession of the Black Sword Rune, you must refuse!



Could the stories of the two Runes be wrong?

Do this and the power of the Bright Shield Rune will heal Joei's wounds, prompting another visit from Leknaat. The rest is for you to discover.



THE BEGINNING OF THE END?

THE CAST OF CHARACTERS

Main Characters

The lives of the following three characters form the basis of Suikoden II. The Hero is the character you play as.



Hero

Star: Tenkai Star
Age: Unknown
Gender: Male
How to Obtain: He's the Hero of the story and you start out with him at the beginning of the game.
Equipment Classes: Cap, Light Armor
Runes: Bright Shield Rune
Recommended Runes: Bright Shield Rune, Resurrection Rune, Friendship Rune



Joei

Star: N/A
Age: 17
Gender: Male
How to Obtain: Hero's best friend from childhood, he joins your party automatically at the start of the game when you try to escape from the Unicorn Camp.
Equipment Classes: Cap, Light Armor
Runes: Black Sword Rune
Recommended Runes: Black Sword Rune, Fire Rune, Lightning Rune



Nanami

Star: Tenkyu Star
Age: 16
Gender: Female
How to Obtain: The Hero's adopted sister is an outspoken tomboy who automatically joins your party when you reunite with her in Genkaku's Dojo in Kyaro City.
Equipment Classes: Cap, Karate Uniform
Runes: N/A
Recommended Runes: Spark Rune, Balance Rune

Active Stars (71)

These characters are the members of the 108 Stars who you can use in your traveling parties. If you are trying to get the Best Ending of the game, you must recruit all of them before you invade Rockaxe in Level 7 of the game.

Abizboah



Star: Tenman Star/Tentai Star
Age: 76
Gender: Animal
How to Obtain: Use one of your Listening Runes in Tinto Mine after you've cleared the events in Tinto. Abizboah will appear and you will have the opportunity to use one of your Listening Runes to recruit it.
Equipment Classes: N/A
Runes: Blue Drops Rune
Recommended Runes: Blue Drops Rune

Amada



Star: Chiman Star
Age: 26
Gender: Male
How to Obtain: Return to Radat before you go to Two River City and look for Amada. If you can defeat him in another Duel Battle, he will join your army.
Equipment Classes: Cap, Karate Uniform
Runes: N/A
Recommended Runes: Unicorn Rune

Anita



Star: Tenkyu Star
Age: 29
Gender: Female
How to Obtain: You'll find this woman in Leona's bar in Muse or the bar in Banner. Do two or three nice things for her and she'll deign to join your party.
Equipment Classes: Cap, Light Armor, Shields
Runes: Falcon Rune
Recommended Runes: Falcon Rune, Lightning Rune

Ayda

Star: Chisou Star

Age: 17

Gender: Female

How to Obtain: Once your Castle has reached Level 3 and you've recruited Badeaux, return to Forest Village and help Ayda rescue the wounded griffin.

Equipment Classes: Cap, Karate Uniform

Runes: Great Hawk Rune

Recommended Runes: Great Hawk Rune, Earth Rune



Camus

Star: Chiki Star

Age: 27

Gender: Male

How to Obtain: Camus automatically joins with his friend Miklotov after the events in Rockaxe.

Equipment Classes: Helmet, Light Armor, Shields

Runes: Rage Rune

Recommended Runes: Rage Rune, Wind Rune



Chaco

Star: Tenkou Star

Age: 14

Gender: Male

How to Obtain: One of the more outspoken members of the Wingers community in Two River, this boy plagues you throughout your visit to Two River! After the events there are finished, he automatically joins your army.

Equipment Classes: Cap, Karate Uniform

Runes: N/A

Recommended Runes: Resurrection Rune, Killer Rune, Draining Rune



Badeaux

Star: Chibaku Star

Age: 38

Gender: Male

How to Obtain: Bring Shiro or one of the squirrels (Mukumuku, etc.) with you on a visit to the Forest Path to Matilda. If your Castle is at Level 3, Badeaux will deign to speak with you (because of the animal) and join your army. He will also give you two Listening Runes.

Equipment Classes: Helmet, Heavy Armor

Runes: Howling Rune

Recommended Runes: Howling Rune, Counter Rune



Clive

Star: Tensyo Star

Age: 27

Gender: Male

How to Obtain: You'll find Clive lurking in the shadows near the entrance to South Window. Once you've secured a boat and can travel to Lakewest, invite him to go along.

Equipment Classes: Cap, Light Armor

Runes: N/A

Recommended Runes: Kite Rune



Bob

Star: Chikei Star

Age: 25

Gender: Male

How to Obtain: Bob the werewolf hangs out on the Kobold side of Two River. He will not join you until you've recruited more than 80 characters and your Castle is at Level 3.

Equipment Classes: Cap, Karate Uniform

Runes: Rabid Fang Rune

Recommended Runes: Rabid Fang Rune, Darkness Rune



Eilie

Star: Tenzai Star

Age: 17

Gender: Female

How to Obtain: Members of a traveling troop of circus performers, Eilie and her comrades join you for a short while in Ryube Village, but officially join your army when you meet them in Coronet Town while fleeing to South Window City.

Equipment Classes: Cap, Karate Uniform

Runes: N/A

Recommended Runes: Fire Rune, Lightning Rune



Bolgan

Star: Tenpai Star

Age: 16

Gender: Male

How to Obtain: Members of a traveling troop of circus performers, Bolgan and his comrades join you for a short while in Ryube Village, but officially join your army when you meet them in Coronet Town while fleeing to South Window City.

Equipment Classes: Helmet, Heavy Armor

Runes: Fire Breath Rune

Recommended Runes: Fire Breath Rune



Feather

Star: Tenman Star/Tentai Star

Age: 23

Gender: Animal

How to Obtain: If you help Ayda rescue this wounded griffin from his less compassionate friends, you'll have the opportunity to recruit him. You must have a Listening Rune in order to invite him into your party!

Equipment Classes: N/A

Runes: Shining Wind Rune

Recommended Runes: Shining Wind Rune, Wind Rune



Gabocha

Star: Chikaku Star

Age: 13

Gender: Male

How to Obtain: He's found in the Kobold section of Two River City. Bring Gengen with you when you talk to him and he'll join your army out of respect for Gengen.

Equipment Classes: Cap, Light Armor

Runes: N/A

Recommended Runes: Killer Rune



Flik

Star: Tenan Star

Age: 27

Gender: Male

How to Obtain: One of the leaders of the Mercenaries, Flik joins your party with Viktor after the events in Kyaro.

Equipment Classes: Cap, Light Armor, Shields

Runes: Lightning Rune

Recommended Runes: Lightning Rune, Fire Rune, Double-Beat Rune



Gadget

Star: Chisyun Star

Age: 3

Gender: Robot

How to Obtain: Gadget automatically joins when you recruit Meg.

Equipment Classes: N/A

Runes: N/A

Recommended Runes: N/A



Freed Y

Star: Tenbou Star

Age: 25

Gender: Male

How to Obtain: Speak to Lord Granmeyer in South Window after the fall of Muse and he'll ask you to take Freed with you when you check out North Window. Freed remains a party member afterwards.

Equipment Classes: Helmet, Light Armor, Shields

Runes: N/A

Recommended Runes: Fire Rune, Earth Rune



Gantetsu

Star: Chijiku Star

Age: 45

Gender: Male

How to Obtain: Once you defeat the Neclord for good, return to South Window and challenge Gantetsu to a battle of strength. When you win, he'll join the party.

Equipment Classes: Cap, Karate Uniform

Runes: Resurrection Rune

Recommended Runes: Water Rune, Pixie Rune



Futch

Star: Chibi Star

Age: 14

Gender: Male

How to Obtain: Futch is a Dragon Knight who's lost his dragon. You can find him in the Highway Village with Humphrey. If you aid them in their quest, he will join your party. If you do not recruit them then, you'll have to wait until Level 7 before you get another chance.

Equipment Classes: Helmet, Light Armor, Shields

Runes: N/A

Recommended Runes: Wind Rune, Unicorn Rune



Gengen

Star: Chitan Star

Age: 17

Gender: Male

How to Obtain: This confident Kobold is assigned to lead you to Ryube Village when you are a prisoner in the Mercenary Fortress. He remains in your party from this point on.

Equipment Classes: Helmet, Light Armor, Shields

Runes: N/A

Recommended Runes: Barrier Rune



Genshu

Star: Chiei Star

Age: 37

Gender: Male

How to Obtain: Once your Castle reaches Level 4, sharpen your weapon to Level 14 and take a boat over to Coronet Town. Genshu can be found on the docks before the line of guards. Show him your very sharp weapon and he'll join.

Equipment Classes: Cap, Karate Uniform

Runes: Swallow Rune

Recommended Runes: Swallow Rune



Georg Prime

Star: Teni Star

Age: 41

Gender: Male

How to Obtain: He appears in a secluded area in the Mountain Pass after the events in Tinto if your Castle is at Level 3. Talk to him and ask him to join your army.

Equipment Classes: Cap, Light Armor

Runes: Killer Rune

Recommended Runes: Killer Rune



Gijimu

Star: Chikyou Star

Age: 39

Gender: Male

How to Obtain: You run into him in the Mountain Pass while trying to get back to Koyu's village. Later on, after you defeat the Neclord, he will automatically join your army.

Equipment Classes: Helmet, Heavy Armor

Runes: Double-Beat Rune

Recommended Runes: Double-Beat Rune



Hai Yo

Star: Chizou Star

Age: 27

Gender: Male

How to Obtain: When your Castle reaches Level 2, take the stairs to the floor above the Baths and you'll find Hai Yo talking about opening a restaurant. Talk to him and agree to his plan to become the Army cook and you'll have a friend for life.

Equipment Classes: Cap, Light Armor

Runes: N/A

Recommended Runes: Blue Gate Rune, Killer Rune, Counter Rune



Hanna

Star: Tensatu Star

Age: 29

Gender: Female

How to Obtain: This Amazonian warrior can be found hanging around in Toro Village. She will not join your cause until after the village has been burned down.

Equipment Classes: Helmet, Light Armor, Shields

Runes: N/A

Recommended Runes: Double-Strike Rune



Hauser

Star: Tenyu Star

Age: 43

Gender: Male

How to Obtain: The famed general of the Muse Army joins automatically after the events in Tinto.

Equipment Classes: Helmet, Light Armor

Runes: N/A

Recommended Runes: Counter Rune



Hix

Star: Tenrou Star

Age: 20

Gender: Male

How to Obtain: Everyone's favorite lovesick warrior from the original *Suikoden* is back! After events in both Lakewest and Kobold Village, you can opt to help him on his rites of passage. In return both he and Tengaar will join your party.

Equipment Classes: Cap, Light Armor, Shields

Runes: N/A

Recommended Runes: Double-Beat Rune



Hoi

Star: Chizoku Star

Age: 16

Gender: Male

How to Obtain: Hoi makes his living impersonating you! Catch him in the act in the Radat Bar after you've returned from the Toran Republic (with your Castle at Level 3) and you'll have the option to save him from the angry horde and recruit him.

Equipment Classes: Cap, Light Armor

Runes: N/A

Recommended Runes: Double-Beat Rune, Draining Rune



Humphrey

Star: Tenyu Star

Age: 35

Gender: Male

How to Obtain: Humphrey is a mysterious traveler accompanying Futch. If you help the two of them, they'll join your army. If you do not recruit them then, you'll have to wait until Level 7 before you get another chance.

Equipment Classes: Helmet, Heavy Armor

Runes: N/A

Recommended Runes: Double-Beat Rune



Kahn

Star: Chihei Star

Age: 32

Gender: Male

How to Obtain: He joins your party for a short time when you find him in the depths of the Cave of the Wind. Later in Crom Village he'll join you permanently when you go against the Neclord in Tinto.

Equipment Classes: Helmet, Light Armor

Runes: Resurrection Rune

Recommended Runes: Blue Gate Rune, Darkness Rune, Resurrection Rune



Karen

Star: Chiin Star

Age: 17

Gender: Female

How to Obtain: After you defeat Luca Blight, return to the Inn in Kuskus. Beat Karen in a dance contest when she appears and she'll join your army. The magic dance combination is:

▲ ■ ● × ▲ × ● ■

Equipment Classes: Cap, Karate Uniform

Runes: Twin Ring Rune

Recommended Runes: Twin Ring Rune, Blue Gate Rune, Resurrection Rune



Kasumi

Star: Chikyu Star

Age: 19

Gender: Female

How to Obtain: Once you meet with Lepant in Gregminster, he offers you the use of either Kasumi or Valeria. With Kasumi, you can enter the ninja village of Rokkaku when your Castle is at Level 3, instead of the usual requirement of Level 4.

Equipment Classes: Cap, Karate Uniform

Runes: Shrike Rune

Recommended Runes: Shrike Rune, Spark Rune



Killey

Star: Tenbi Star

Age: 30

Gender: Male

How to Obtain: When your Castle reaches Level 3, after you return from the Toran Republic, Killey appears in front of the Trade Center in South Window City in search of information about the Sindar race. Follow him from South Window to Alex's Item Shop in your Headquarters, then back to South Window before you can recruit him.

Equipment Classes: Cap, Light Armor

Runes: Fire Rune

Recommended Runes: Fire Rune, Lightning Rune, Darkness Rune



Kinnison

Star: Chisin Star

Age: 18

Gender: Male

How to Obtain: While on the forested path in the northeast corner of Ryube, put the bird's nest back in a nearby tree and Kinnison will appear a short time later. Admit to doing this good deed and Kinnison and Shiro will join you.

Equipment Classes: Cap, Light Armor

Runes: N/A

Recommended Runes: Double-Beat Rune, Hazy Rune



Koyu

Star: Chisoku Star

Age: 16

Gender: Male

How to Obtain: After the events in Muse with Joie, Koyu shows up at your Headquarters to ask for your help with a troubling situation in the Tinto region. He automatically joins your army with the rest of his family after the events in Tinto.

Equipment Classes: Cap, Light Armor

Runes: Gozz Rune

Recommended Runes: Gozz Rune



Long Chan-Chan

Star: Chihhi Star

Age: 33

Gender: Male

How to Obtain: You'll first meet him in the Inn in Rockaxe. You won't be able to recruit him then, but later on, with Wakaba in your party, enter the Inn in Crom Village and watch the mayhem that results. Afterwards look for Long Chan-Chan behind the Item Shop. If your Castle is at Level 3, he'll join up then.

Equipment Classes: Cap, Karate Uniform

Runes: White Tiger Rune

Recommended Runes: White Tiger Rune, Fire Rune



Lorelai

Star: Chikatsu Star

Age: 28

Gender: Female

How to Obtain: Talk to this adventurer in Gregminster and, if your Castle is at Level 3, she'll join your party.

Equipment Classes: Helmet, Light Armor

Runes: Draining Rune

Recommended Runes: Fire Rune, Lightning Rune



Lo Wen

Star: Chii Star

Age: 28

Gender: Female

How to Obtain: Koyu's sister shows up in Tinto as one of the Neclord's captives. Once you defeat him, she'll join the army with both Koyu and Gijimu.

Equipment Classes: Helmet, Light Armor

Runes: Water Rune

Recommended Runes: Killer Rune



Luc

Star: Tenkai Star

Age: 17

Gender: Male

How to Obtain: After you defeat Solon Jhee and obtain your Headquarters, Luc—an apprentice of Leknaat, the keeper of the Gate Rune—is sent to your new Headquarters to help out your army.

Equipment Classes: Cap, Robe

Runes: Wind Rune, Pixie Rune

Recommended Runes: Wind Rune, Earth Rune, Darkness Rune



Mazus

Star: Chizen Star

Age: 87

Gender: Male

How to Obtain: You can recruit this arrogant mage from the depths of the Tinto Mine only once your Castle has reached Level 4.

Equipment Classes: Cap, Robe

Runes: Blue Gate Rune, Thunder Rune, Fire Rune

Recommended Runes: Blue Gate Rune, Thunder Rune, Resurrection Rune



Meg

Star: Chikei Star

Age: 16

Gender: Female

How to Obtain: When your castle reaches Level 2, this explorer/inventor appears at the Greenhill-Muse Checkpoint with her companion Gadget. Talk to her and she'll join your army.

Equipment Classes: Cap, Karate Uniform

Runes: Water Rune, Trick Rune

Recommended Runes: Lightning Rune, Trick Rune



Miklotov

Star: Chimou Star

Age: 26

Gender: Male

How to Obtain: Miklotov automatically joins with his friend Camus after the events in Rockaxe.

Equipment Classes: Helmet, Heavy Armor

Runes: Knight Rune

Recommended Runes: Knight Rune, Fire Rune



Millie

Star: Chiku Star

Age: 14

Gender: Female

How to Obtain: This perky girl can be found wandering around the entrance to the forested path in Ryube Village. Help her catch her lost pet, Bonaparte, and she'll join your group.

Equipment Classes: Cap, Karate Uniform

Runes: Groundhog Rune

Recommended Runes: Groundhog Rune, Fire Rune, Lightning Rune



Mondo

Star: Chikou Star

Age: 35

Gender: Male

How to Obtain: If you decide to take Kasumi (and your Castle is at Level 3), you can enter Rokkaku before your Castle reaches Level 4. Talk to the head ninja and he'll send Mondo and Sasuke with you. If you don't have Kasumi in your party, you'll have to wait until your Castle is at Level 4 before you can enter and recruit him.

Equipment Classes: Cap, Karate Uniform

Runes: Mayfly Rune

Recommended Runes: Mayfly Rune, Balance Rune



Mukumuku

Star: Chima Star

Age: 6

Gender: Animal

How to Obtain: Investigate the big tree behind Hero's House in Kyaro until the Hero circles the tree. Mukumuku will follow him around the tree and then join his group. This must be done before your reunion with Nanami. If you miss him there, remove everyone from your party and travel along the road between Greenhill City and the Greenhill-Muse Checkpoint alone. At some point a caped squirrel will join you in a battle. If you win, he'll join your party.

Equipment Classes: N/A

Runes: N/A

Recommended Runes: Fire Rune



Nina

Star: Tenfu Star

Age: 16

Gender: Female

How to Obtain: One of the students at the New Leaf Academy in Greenhill, this precocious teenager joins the army after the events in Greenhill if only to follow her true love, Flik.

Equipment Classes: Cap, Karate Uniform

Runes: N/A

Recommended Runes: Fire Rune, Earth Rune



Oulan

Star: Chiaku Star

Age: 27

Gender: Female

How to Obtain: This female bodyguard appears when you enter Kuskus with an entirely female party and explore the western part of the village. After she rescues you, invite her to join your army.

Equipment Classes: Helmet, Light Armor

Runes: Angry Dragon Rune

Recommended Runes: Angry Dragon Rune, Fury Rune



Pesmerga

Star: Teni Star

Age: Unknown

Gender: Male

How to Obtain: Once your Castle has reached Level 4, return to the Cave of the Wind and recruit Yuber's rival, Pesmerga.

Equipment Classes: Helmet, Light Armor, Shield

Runes: Counter Rune

Recommended Runes: Counter Rune



Rikimaru

Star: Chian Star

Age: 25

Gender: Male

How to Obtain: First, you can find him collapsed next to the Inn in Ryube. Feed him 3,000P worth of food and he'll join your cause. Alternatively, you can find him later in the game in Coronet Town.

Equipment Classes: Helmet, Light Armor

Runes: N/A

Recommended Runes: Titan Rune



Rina

Star: Tenken Star

Age: 18

Gender: Female

How to Obtain: Members of a traveling troop of circus performers, Rina and her comrades join you for a short while in Ryube Village, but officially join your army when you meet them in Coronet Town while fleeing to South Window City.

Equipment Classes: Cap, Karate Uniform

Runes: Fire Rune

Recommended Runes: Blue Gate Rune, Water Rune, Lightning Rune



Sasuke

Star: Chikyuu Star

Age: 13

Gender: Male

How to Obtain: If you decide to take Kasumi (and your Castle is at Level 3), you can enter Rokkaku before your Castle reaches Level 4. Talk to the head ninja and he'll send Mondo and Sasuke with you. If you don't have Kasumi in your party, you'll have to wait until your Castle is at Level 4 before you can enter and recruit him.

Equipment Classes: Cap, Karate Uniform

Runes: Killer Rune

Recommended Runes: Spark Rune



Sheena

Star: Chimei Star

Age: 19

Gender: Male

How to Obtain: Lepant's prodigal son is entrusted to you in Gregminster by Lepant himself and forced to help out your army.

Equipment Classes: Cap, Light Armor, Shields

Runes: Earth Rune

Recommended Runes: Fire Rune, Water Rune, Phero Rune



Shilo

Star: Chisyu Star

Age: 24

Gender: Male

How to Obtain: When your castle is at Level 2, you can find this gambler in the Inn in Lakewest. Beat him in Chinchirorin to get him to join you.

Equipment Classes: Cap, Karate Uniform

Runes: N/A

Recommended Runes: Killer Rune



Shin

Star: Chisatsu Star

Age: 27

Gender: Male

How to Obtain: Lady Teresa's bodyguard Shin joins your army at roughly the same time as Teresa after you all flee from Greenhill City.

Equipment Classes: Cap, Light Armor

Runes: Spider Slay Rune

Recommended Runes: Spider Slay Rune



Shiro

Star: Chitai Star

Age: 9

Gender: Animal

How to Obtain: Shiro joins automatically with his owner, Kinnison.

Equipment Classes: N/A

Runes: N/A

Recommended Runes: Counter Rune



Sid

Star: Chido Star

Age: 21

Gender: Male

How to Obtain: Once you've recruited Chaco, include him in your party and then go visit his scary brother in a secret room in the Two River Sewers.

Equipment Classes: Cap, Karate Uniform

Runes: Waking Rune

Recommended Runes: Resurrection Rune, Darkness Rune, Unicorn Rune



Sierra

Star: Tenei Star

Age: Unknown

Gender: Female

How to Obtain: The pale and sleepy inhabitant you hear about in Tigermouth Inn is none other than Sierra the Vampire. If you beat her in battle, she will join your party to help you defeat the Neclord once and for all.

Equipment Classes: Cap, Karate Uniform

Runes: Darkness Rune

Recommended Runes: Darkness Rune, Lightning Rune



Sigfried

Star: Tenman Star/Tentai Star

Age: 170

Gender: Animal

How to Obtain: Return to the Kobold Forest with a maiden in your party (like Nanami, Tengaar, etc.) and a Listening Rune once your Castle has reached Level 3 and you'll have an opportunity to recruit this unicorn.

Equipment Classes: N/A

Runes: White Saint Rune

Recommended Runes: White Saint Rune, Lightning Rune, Resurrection Rune



Simone Verdrizzi

Star: Chikai Star

Age: 32

Gender: Unknown

How to Obtain: Once your Castle reaches Level 3, you will find this man standing on the left bank of the sluice in Radat Town. Help him find his missing Rose Brooch (you can buy one in Banner) and he'll join your party.

Equipment Classes: Cap, Light Armor

Runes: N/A

Recommended Runes: Double-Beat Rune



Stallion

Star: Tensoku Star

Age: 28

Gender: Male

How to Obtain: Stallion claims to be the fastest person in the whole world. To recruit him you'll need to practice your running skills by fleeing (successfully) 50 battles. Stallion will keep track of how many you have to go!

Equipment Classes: Cap, Light Armor

Runes: True Holy Rune

Recommended Runes: True Holy Rune, Wind Rune



Tai Ho

Star: Tenhei Star

Age: 37

Gender: Male

How to Obtain: Return to Kuskus when you need a sailor to take you to Lakewest and Two River (once you've won your Headquarters) and win his help by beating him in a few games of Chinchirorin.

Equipment Classes: Cap, Karate Uniform

Runes: Killer Rune

Recommended Runes: Killer Rune



Tengaar

Star: Tensui Star

Age: 18

Gender: Female

How to Obtain: She automatically joins your party along with Hix after you complete the Unicorn quest.

Equipment Classes: Cap, Robe

Runes: Earth Rune

Recommended Runes: Earth Rune, Fire Rune



Tomo

Star: Tensyo Star, Chikyu Star

Age: 14

Gender: Female

How to Obtain: After an event in which Tsai asks you to return with him to his home near Ryube on an errand, you will find her waiting patiently for her father's return. She will insist on joining her father in your army.

Equipment Classes: Cap, Karate Uniform

Runes: Unicorn Rune

Recommended Runes: Unicorn Rune, Earth Rune



Tsai

Star: Tenyu Star

Age: 37

Gender: Male

How to Obtain: Creator of the legendary Fire Spears, Tsai joins the party before the first Major Battle against Highland, once you are sent to find him to repair Viktor's Fire Spears.

Equipment Classes: Cap, Karate Uniform

Runes: Unicorn Rune

Recommended Runes: Wind Rune, Resurrection Rune



Tuta

Star: Chijyu Star

Age: 11

Gender: Male

How to Obtain: Tuta is a young boy who volunteers to join you and Gengen on your trip to Ryube Village when you are a prisoner in the Mercenary Fortress. You must ask him to join you on a permanent basis while you are in Muse after the burning of the Mercenary Fortress.

Equipment Classes: Cap, Robe

Runes: Medicine Rune

Recommended Runes: Medicine Rune, Water Rune



Valeria

Star: Tensyo Star

Age: 29

Gender: Female

How to Obtain: Once you meet with Lepant in Gregminster, he offers you the use of either Kasumi or Valeria. You can only choose one, so choose wisely.

Equipment Classes: Helmet, Light Armor, Shields

Runes: Falcon Rune

Recommended Runes: Falcon Rune, Fire Rune



Viki

Star: Chitatsu Star

Age: 16

Gender: Female

How to Obtain: This ditsy mage teleports in front of you near the end of the Forest Path to Matilda. Recruit her and she'll take over teleportation duties in your castle.

Equipment Classes: Cap, Robe

Runes: Blinking Rune

Recommended Runes: Blue Gate Rune, Blinking Rune



Viktor

Star: Tenko Star

Age: 32

Gender: Male

How to Obtain: One of the leaders of the Mercenary Fortress, Viktor automatically joins your party after the events in Kyaro City.

Equipment Classes: Cap, Light Armor

Runes: N/A

Recommended Runes: Double-Beat Rune, Gale Rune



Vincent De Boule

Star: Chichin Star

Age: 34

Gender: Unknown

How to Obtain: When your Castle reaches Level 4, return to where you found Simone in Radat (with Simone in your party) and he'll join up.

Equipment Classes: Cap, Light Armor, Shields

Runes: Wind Rune

Recommended Runes: Hazy Rune



Wakaba

Star: Chiyu Star

Age: 15

Gender: Female

How to Obtain: You will find this martial arts expert outside the Armorer in the Forest Village. Once the Hero reaches Level 30 and your Castle Level 2, she will join your party.

Equipment Classes: Cap, Karate Uniform

Runes: White Tiger Rune

Recommended Runes: White Tiger Rune, Fire Rune



Yoshino

Star: Tenkoku Star

Age: 23

Gender: Female

How to Obtain: Yoshino, Freed's wife, lives in their home in Radat where she can often be found hanging their laundry in the backyard. If you bring the two together after you've acquired your Headquarters, she'll insist upon joining the army to be with her husband.

Equipment Classes: Cap, Karate Uniform

Runes: N/A

Recommended Runes: Water Rune, Wind Rune



Zamza

Star: Chisyu Star

Age: 29

Gender: Male

How to Obtain: This braggart can be found hanging out in the Inn in Toto Village or South Window City. Bring Nanami along to appeal to his vanity and he'll join your group.

Equipment Classes: Cap, Robe

Runes: Fire Dragon Rune

Recommended Runes: Fire Dragon Rune, Fire Sealing Rune



Support Stars

These characters cannot participate in your traveling parties (except in a convoy capacity) but they are important nonetheless. Many of them act as commanders of troops in your Army, while others run stores or provide other services in your Headquarters. Don't forget to collect these characters in your quest to gather the 108 Stars.

Adlai

Star: Chisou Star

Age: 42

Gender: Male

How to Obtain: This wacky inventor lives in South Window. Once you've gained a Headquarters, talk to him and bring him the three items he asks for (Sacrificial Jizo, Wooden Shield, and Wind Rune). Be sure to throw the third item at him and he'll join you right away!



Alberto

Star: Chicken Star

Age: 31

Gender: Male

How to Obtain: Once you've recruited both Annallee and Pico, return to Tinto City and tell Alberto in the Armorer where he can find them.



Alex

Star: Chisu Star

Age: 36

Gender: Male

How to Obtain: After the fall of Muse, Alex and Hilda take refuge in the South Window Inn. Once you've acquired a Headquarters for your army, return there and ask them to join you.



Annallee

Star: Chiraku Star

Age: 17

Gender: Female

How to Obtain: When your Castle is at Level 3, after you return from the Toran Republic, check for her at the Inn in South Window. Follow her to the grass in front of the city hall and ask her to sing for you. You can then hire her to perform at your Headquarters.



Apple

Star: Chifuku Star

Age: 18

Gender: Female

How to Obtain: This skilled strategist appears in Toto after the burning and asks to be taken to Viktor and Flik at the Mercenary Fortress. She joins automatically and manages your Army troops.



Barbara

Star: Chison Star

Age: 36

Gender: Female

How to Obtain: This dedicated woman works in the storehouse in the Mercenary Fortress. After the fire she will rejoin the party after you've defeated Solon Jhee and obtained your Castle.



Boris

Star: Tengou Star

Age: 21

Gender: Male

How to Obtain: If you choose to flee with Nanami during the events in Tinto, Ridley will die in the battle that ensues. When you return to your Headquarters afterwards, Ridley's son, Boris, appears to take his place.



Connell

Star: Chisa Star

Age: 12

Gender: Male

How to Obtain: Once your Castle reaches Level 3, take one of your Sound Sets and pay a visit to Connell in Forest Village. Show the Sound Set to him and he'll join your party.



Emelia

Star: Chisui Star

Age: 29

Gender: Female

How to Obtain: Emelia is the Headmistress of New Leaf Academy. If you confide in her during your initial stay there, she'll appear in your Castle along with Shin and Teresa. If not, you'll have to wait until you can liberate Greenhill before recruiting her.



Fitcher

Star: Tenritsu Star

Age: 32

Gender: Male

How to Obtain: After the fall of Muse, Lady Annabelle's ex-assistant starts working for the mayor of Two River City. He shows up at your Castle to ask for help on their behalf.



Gilbert

Star: Chiretsu Star

Age: 36

Gender: Male

How to Obtain: Gilbert is a mercenary friend of Flik and Viktor's. Coax him to change sides during the first battle against Muse (Flik or Viktor must first attack him) and then protect him from enemy attack. If he survives the battle, he's yours!



Gordon

Star: Chikou Star

Age: 38

Gender: Male

How to Obtain: The head of the Trade Center in Gregminster will gladly open up a location in your Castle if you can earn 50,000 Potch through trading alone.



Hans

Star: Chiyu Star

Age: 33

Gender: Male

How to Obtain: You can find this entrepreneur in the Inn in Two River. Invite him to create a shop at your Headquarters. If you require him to give you any money, remember to look for him in the Inn again later on.



Hilda

Star: Chiin Star

Age: 33

Gender: Female

How to Obtain: After the fall of Muse, Alex and Hilda take refuge in the South Window Inn. Once you've acquired a Headquarters for your army, return there and ask them to join you.



Huan

Star: Chirei Star

Age: 34

Gender: Male

How to Obtain: Once you've acquired your Headquarters, this helpful doctor automatically joins your army if you recruited Tuta in South Window.



Jeane

Star: Chiketsu Star

Age: Unknown

Gender: Female

How to Obtain: After Greenhill falls to Highland, you can find her in the Rune Engraver's Shop in Two River. Speak to her to recruit her.



Jess

Star: Tenku Star

Age: 24

Gender: Male

How to Obtain: The acting mayor of Muse has a big chip on his shoulder! But, after you defeat the Neclord, he'll change his tune and you'll have the chance to recruit him.



Jude

Star: Chibun Star

Age: 22

Gender: Male

How to Obtain: After you've liberated Greenhill City, talk to Jude in the Blacksmith classroom in the Academy and find out about his clay shortage. Bring him more from Forest Village and he'll join your party.



Kiba

Star: Tenmou Star

Age: 37

Gender: Male

How to Obtain: After the death of King Agares, you capture Kiba and Klaus in battle. Don't put them to death and they will join your army.



SUIKODEN II

Klaus

Star: Chikai Star

Age: 19

Gender: Male

How to Obtain: After the death of King Agares, you capture Kiba and Klaus in battle. Don't put them to death and they will join your army.



Lebrante

Star: Chisei Star

Age: 40

Gender: Male

How to Obtain: This Appraiser, found in Radat Town, is looking for a Celadon Vase to add to his enormous collection. If your Castle is at Level 3 and you bring him one, he'll move his operations to your Headquarters.



Leona

Star: Chihi Star

Age: 32

Gender: Female

How to Obtain: Leona automatically joins your party once your return from Kyaro City with Flik and Viktor. She follows you to Muse and later to your new Castle automatically, where she is always available to help you choose members for your traveling parties.



Marlowe

Star: Chiyu Star

Age: 19

Gender: Male

How to Obtain: Marlowe joins automatically after the events in Tinto.



Maximillian

Star: Chii Star

Age: 65

Gender: Male

How to Obtain: This aged warrior meets you at the main entrance to South Window City once your Castle is at Level 3 and after you've defeated Luca Blight. Listen to him and ask him to join you.



Pico

Star: Chiretsu Star

Age: 24

Gender: Male

How to Obtain: Once you've liberated Greenhill City, after you've recruited Annallee, speak to Pico in the Greenhill Inn and tell him of Annallee's whereabouts.



Raura

Star: Chikou Star

Age: Unknown

Gender: Female

How to Obtain: A friend of Jeane's who has a terrible sense of direction. If you've already recruited Jeane, you can easily convince Raura (who can turn Rune Crystals into Scrolls!) to meet her friend at your Headquarters. It just may take her a while to find it....



Richmond

Star: Chiyu Star

Age: 35

Gender: Male

How to Obtain: Once you've set up your Headquarters, return to Radat and talk to Richmond. If you can figure out why he keeps winning the coin toss (hint: talk to people in the bar!), he'll become your own personal informer.



Ridley

Star: Tengou Star

Age: 39

Gender: Male

How to Obtain: The leader of the Kobold section of Two River, this commander joins your army after the battle against Highland in Two River.



Shu

Star: Tenki Star

Age: 26

Gender: Male

How to Obtain: A master strategist who studied under Matthiu with Apple, he now resides in Radat where he's made a killing in trade. Follow him around town (hiring Richmond to help you find his next location), then search for the special coin he throws into the sluice.



Taki

Star: Chizen Star

Age: 72

Gender: Female

How to Obtain: Speak to this grandmotherly woman in her house in the northwest corner of Lakewest. Ask her three to four questions and she'll intuit that you want her to join your army.



Templeton

Star: Chikou Star

Age: 14

Gender: Male

How to Obtain: Return to the ruins of the Mercenary Fort and you'll find this youthful cartographer attempting to persuade the Highland guard to let him survey the land. Follow him to Toto Village and recruit him there.



Tenkou

Star: Chiri Star

Age: 67

Gender: Male

How to Obtain: When your Castle is at Level 3, you'll find this gentleman in Crom. Present him with a Window Set and he'll join your party immediately.



Teresa

Star: Tenki Star

Age: 27

Gender: Female

How to Obtain: Teresa is the Mayor of Greenhill. After the events in Greenhill, she automatically joins your party.



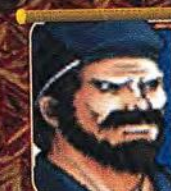
Tessei

Star: Chiko Star

Age: 37

Gender: Male

How to Obtain: After the liberation of Greenhill, take Viktor to the Blacksmith in Kuskus and talk to Tessei. He'll join as the Army blacksmith.



Tetsu

Star: Chiyu Star

Age: 42

Gender: Male

How to Obtain: While you are in the Kobold section of Two River City, buy a few Fried Tacos. When you eat these, there is a probability of you becoming "Toasty." Talk to Tetsu in Lakewest while suffering from this positive status anomaly and he'll offer to build some Baths in your Castle!



Tony

Star: Chitou Star

Age: 19

Gender: Male

How to Obtain: When your Castle reaches Level 2, you can recruit this gentle giant from his room in the house of the mayor of Forest Village. In return, he will tend to the Castle's vegetable garden.



Yam Koo

Star: Tenson Star

Age: 28

Gender: Male

How to Obtain: Yam Koo automatically joins your party along with Tai Ho when you defeat him in Chinchirorin in Kuskus Town.



Yuzu

Star: Chisyu Star

Age: 10

Gender: Female

How to Obtain: Once you've recruited Hix and Tengaar, this shepherdess appears in Kobold Village in search of her missing sheep. Help her catch them in the Kobold Forest and she'll offer to tend livestock at your Castle.



Extra Characters

These are characters that you can recruit who are not a part of the 108 Stars register. To coax them to join your army, all you have to do is recruit one of their friends (who are Stars) and then seek them out. These characters can participate in Unite Attacks and travel with you in your traveling parties but they do not count toward the 108 Stars.

L'Roladia

Age: 68

How to Obtain: Return to the spot where you recruited Abizboah in Tinto Mine with another Listening Rune.

L'Roladia is not one of the 108 Stars and giving up your last Listening Rune to him means that you cannot recruit one of the other monsters who is (i.e., Sigfried or Feather).

Equipment: N/A

Runes: Flowing Rune, Blue Drops Rune

Recommended Runes: Flowing Rune, Blue Drops Rune



Chukachula

Age: 1

How to Obtain: After you've recruited Abizboah and L'Roladia, return to your Castle and visit the docks.

Equipment: N/A

Recommended Runes: Water Rune



Makumaku

Age: 6

How to Obtain: Once you've recruited Mukumuku, follow the same instructions and travel along the road between Greenhill City and Two River. Eventually Makumaku will join you in a battle.

Equipment: N/A

Recommended Runes: Blue Gate Rune, Water Rune



Mikumiku

Age: 6

How to Obtain: After you've recruited Mikumuku and Makumaku, travel alone on the road between Greenhill City and Forest Village to find this caped squirrel.

Equipment: N/A

Recommended Runes: Wind Rune



Mekumeku

Age: 6

How to Obtain: To get the fourth squirrel you'll need to follow the road between Greenhill and the Forest Path to Matilda. He only shows up once you've gotten the previous three to enlist.

Equipment: N/A

Recommended Runes: Lightning Rune



Mokumoku

Age: 6

How to Obtain: The fifth squirrel is the trickiest one of them all to recruit. You'll find him wandering around the area south of Forest Village. Be patient! He will show up—eventually!

Equipment: N/A

Recommended Runes: Earth Rune



MONSTER & BOSS COMPENDIUM

Legend

LV = Monster's Level
HP = Monster's Hit Points
Cash = Potch you receive for defeating the monster
STR = Strength
MAG = Magic Strength
DEF = Defense Strength
MDF = Magic Defense
SKL = Skill
SPD = Speed
LUC = Luck
Attribute = Monster's relationship with various attribute attacks; abbreviations used are: W = Weak; S = Strong; INV = Invincible

Attack = Types of attacks that the monster can produce; abbreviations used are:
Phys = Physical Attack;
Mag = Magical Attack;
L/M/S = Long/Mid/Short Range Attack;
1/A/1C/1R = One/All/One Column/One Row of people (e.g., Mag-S1C, LA means that the monster does two magic attacks. One is short ranged and affects one column of your party and the other is long ranged and affects your entire party.)
Item: Items the monster might leave behind after a battle; abbreviations used are: VC = Very Common; C = Common; R = Rare; VR = Very Rare
Location: Where the monster appears in the world of Suikoden II

Monsters

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
AirLizard	42	350	2,000	197	89	63	98	85	78	68	W: Water;	Phys-M1/ INV: Fire	Firefly Rune (R), Mag-M1, M1R	Window Set 2 (once Pass to Tinto)
Armadillion	18	120	350	85	17	50	15	28	30	28	S: Fire S1C, M1	Phys-S1, S1C, M1	Brass Armor (C)	Highland Garrison Recon
Armadilloid	25	70	7,000	75	30	32	27	100	35	5	None	Phys-S1, S1C, M1	Failure Urn (C), Vase (C), Blue Dragon Urn (R)	Highland Garrison Recon
Assassin	35	140	1,100	182	75	47	62	62	92	73	S: Death, Poison, Sleep,	Phys-M1 M1 (Instant Death 5%); (Poison 15%)	Escape Talisman (C)	Rakutei Mountains (Early)
Bandit A	4	35	150	40	14	15	14	18	22	18	None	Phys-M1	Escape Talisman (VC), North Sparrow Passage Cheek Guard (C)	
Bandit B	4	35	150	40	12	15	12	20	15	16	None	Phys-M1	Medicine x5 (VC), Rising Sun Bento x5 (R)	North Sparrow Passage
Bandit C	4	35	150	40	12	15	10	19	22	22	None	Phys-L1	Hex Doll (C), Japanese Dish (R), Pecing Boy (VR)	North Sparrow Passage
Black Tiger	52	420	15,000	330	52	75	63	86	127	59	None	Phys-M1	Full Helmet (C)	Field around Rockaxe
Bon Bon	4	40	35	19	9	8	9	20	24	12	None	Phys-M1, M1	Failure Urn (C), Octopus Urn (R), Celadon Urn (VR)	North Sparrow Passage
Bon Bon 2	4	40	40	19	9	8	9	20	24	12	None	Phys-M1, M1	Failure Urn (C), Octopus Urn (R), Celadon Urn (VR)	Field around Kyaro

PRIMA'S OFFICIAL STRATEGY GUIDE

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
Bon Bon 3	4	45	60	22	9	8	9	20	24	12	None	Phys-M1, M1	Failure Urn (C), Urn (R), Celadon Urn (VR)	Field around the Octopus Mercenary Fortress
Bronzem Chimera	58	1,700	20,000	355	112	106	135	85	97	89	W: Thunder	Phys-M1, SIC/Mag-LA	Master Garb (R)	L'Renouille Castle
	55	750	17,000	337	115	99	125	105	116	89	S: Death, Sleep; INV: Poison	Mag-S1C, SIC (Paralysis 80%), SA Blood, Armor (VR)	Lucky Ring (C), Blood, Armor (VR)	L'Renouille Castle
Cockatrice	52	440	6,000	150	115	74	122	75	137	89	INV: Poison, Sleep	Phys-S1C (Paralysis 40%)/Mag-S1	Thunder Rune (VR)	Rockaxe Castle
Colossus	58	1,500	15,000	350	112	106	135	85	97	89	None	Phys-M1, S1C/Mag-LA	Full Helmet (C)	Field around L'Renouille
Commander 1	4	50	100	20	12	8	12	5	6	16	None	Phys-M1	Mega Medicine x2 (VC)	Unicorn Brigade Camp
Commander 2	11	120	250	47	27	22	15	27	21	17	None	Phys-M1	Mega Medicine x2 (R)	Mercenary Fortress
Commander 3	22	120	400	80	33	34	30	39	30	28	None	Phys-M1	Circuret (C)	Muse Surprise Attack
Commander 4	34	170	700	173	59	42	47	72	62	38	None	Phys-M1	Mega Medicine x3 (VC)	Two River
Commander 5	43	220	1,500	203	94	74	82	85	98	76	None	Phys-M1	Mega Medicine x3 (C)	Muse (Peace Treaty)
Commander 6	49	380	2,500	250	110	81	85	90	98	79	None	Phys-M1	Full Helmet (R)	Greenhill Forest 2
Commander 7	52	350	5,000	320	112	87	96	102	99	81	None	Phys-M1	Chaos Shield (R)	Rockaxe Castle
Commander 8	56	370	15,000	345	109	100	127	95	99	85	None	Phys-M1	Mega Medicine x7 (C), Flame Helmet (R)	L'Renouille Castle
CopperSun	51	600	7,000	290	125	150	103	77	107	88	None	Mag-M1, MA	Rage Rune (VR)	Field around Muse
Creeper	12	120	50	55	53	32	43	34	32	45	W: Fire; S: Earth	Phys-M1, L1	Medicine x8 (VC), Throat Candy x4 (C)	Sindar Ruins
Cut Rabbit 1	3	40	50	20	6	8	6	20	29	6	None	Phys-M1, L1	Technique Rune (R), Stew (VR)	Field around the Cream Mercenary Fortress
Cut Rabbit 2	3	40	50	20	6	8	6	20	29	6	None	Phys-M1, L1	Double-Beat Rune (R), Cream Stew x8 (VR)	North Sparrow Passage
Cut Rabbit 3	3	40	60	20	6	8	6	20	29	6	None	Phys-M1, L1	Antitoxin x4 (VC), Technique Rune (R)	Field around Kyaro
DarkBunny Window	19	120	350	110	23	45	15	75	65	29	None	Phys-M1, L1	Shoulder Pads (C)	Field around South
DevilEye	28	150	600	140	47	42	59	57	53	82	W: Fire; S: Earth	Phys-S1R, L1	Kite Rune (R)	Two River Sewers
Doremi Elf (Aqua)	33	230	900	83	97	47	127	82	93	45	None	Mag-S1, LA (Small 10%, Stimulant 10%)	None	Path to Matilda
Doremi Elf	2	46	230	3,000	83	97	47	127	82	93	None	Mag-S1, LA (Small 10%, Stimulant 10%)	None	Greenhill (Aqua) Forest 2

SUIKODEN II

MONSTER & BOSS COMPENDIUM

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
Doremi Elf (Blue)	33	230	900	83	97	47	127	82	93	45	None	Mag-S1, LA (Poison 10%, Panic 15%)	None	Path to Matilda
Doremi Elf 2 (Blue)	46	230	3,000	83	97	47	127	82	93	45	None	Mag-S1, LA (Poison 10%, Panic 15%)	None	Greenhill Forest 2
Doremi Elf (Green)	33	230	900	83	97	47	127	82	93	45	None	Mag-S1, LA (Silence 10%, Boost 15%)	None	Path to Matilda
Doremi Elf (Green) 2	46	230	3,000	83	97	47	127	82	93	45	None	Mag-S1, LA (Silence 10%, Boost 15%)	None	Greenhill Forest
Doremi Elf (Pink)	33	230	900	83	97	47	127	82	93	45	None	Mag-S1, LA (Anger 15%, Sleep 15%)	None	Path to Matilda
Doremi Elf (Pink) 2	46	230	3,000	83	97	47	127	82	93	45	None	Mag-S1, LA (Anger 15%, Sleep 15%)	None	Greenhill Forest 2
Doremi Elf (Red)	33	230	900	83	97	47	127	82	93	45	None	Mag-S1, LA (Balloon 20%, Steamy 20%)	None	Path to Matilda
Doremi Elf (Red) 2	46	270	3,000	97	124	62	147	86	107	59	None	Mag-S1, LA (Balloon 20%, Steamy 20%)	None	Greenhill Forest 2
Doremi Elf (Yellow)	33	230	900	83	97	47	127	82	93	45	None	Mag-S1, LA (Bucket 20%, Unbalance 25%)	Sound Set 2 (once)	Path to Matilda
Doremi Elf (Yellow) 2	46	230	3,000	83	97	47	127	82	93	45	None	Mag-S1, LA (Bucket 20%, Unbalance 25%)	Throat Candy x8 (C), Greenhill Forest 2 Recipe 34 (once-R), Japanese Stew x6 (R)	
EagleMan	32	180	1,100	170	63	45	49	75	103	73	None	Phys-M1, M1 (Lead away 80%)	Double-strike Rune (C), Kobold Forest Recipe 12 (once-C), Sandwich x4 (R)	
EyeFlower	45	260	3,500	230	72	52	107	240	0	98	INV: Sleep	Only counterattacks Medicine x7 (C);	Spinach Seeds (once-R)	Field around Rockaxe
Fei Yu	50	280	5,300	290	79	103	172	115	167	150	None	Phys-S1, M1 (Poison 25%)	Diet Lunch x5 (R), Gold Bar (VR)	Field around Rockaxe
Fisheye	48	230	5,500	275	85	104	77	85	143	99	None	Phys-M1, M1 (Unbalance 40%)	Protection Mist Scroll x3 (R)	Field around Muse
Flyer	18	75	150	90	35	26	25	45	65	77	None	Phys-M1, L1	Medicine x6 (C), Medicine Rune (VR), Celadon Urn (VR)	Field around South Window
Fur Fur	2	30	30	15	7	8	7	5	10	5	None	Phys-M1, M1	Clay Guardian Scroll x2 C	Field around the Mercenary Fortress
GhostSlug	40	450	3,000	205	115	62	112	53	85	72	W: Holy; S: Darkness, Fire; INV: Death, Sleep	Mag-M1, M1 (Darkness or Paralysis 60%)	Dancing Flames Scroll x2 (R)	Field around Tinto

PRIMA'S OFFICIAL STRATEGY GUIDE

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
GiantSnail	8	80	200	55	3	30	2	10	15	10	None	Phys-S1	Antitoxin x4 (VC)	Passage to Tsai's House
Gold Boar	11	250	300	65	10	15	10	30	35	27	None	Phys-S1	Canopy Defense Scroll x1 (R)	Field around Muse
GrandHolly	49	1,020	5,500	220	52	72	62	66	54	103	W: Fire	Phys-L1	Cape of Darkness (C)	Greenhill Forest 2
Griffin 1	21	135	550	115	74	45	47	38	45	39	None	Phys-L1, L1	Wind Rune (R) Wind Hat (R)	Cave of the Wind
Griffin 2	32	370	1,200	200	74	62	75	75	103	48	None	Phys-L1, L1	Shredding Scroll (R)	Forest Village
HawkMan	37	260	1,400	185	67	65	47	65	123	82	None	Phys-M1, M1 (Lead away 80%)	Turtle Plans 3 (once-C) Great Hawk Rune (R)	Rakutei Mountains (Early)
Highlands 2 (Bow)	4	30	50	17	9	8	6	20	19	14	W: Sleep	Phys-L1	None	Kyaro Town
Highlands 3 (Bow)	8	45	100	36	27	15	15	27	26	17	None	Phys-L1	Medicine (VC)	Mercenary Fortress
Highlands 4 (Bow)	19	80	150	72	33	37	28	42	41	37	None	Phys-L1	Medicine x6 (C)	Highland Garrison Recon
Highlands 5 (Bow)	19	70	150	67	33	32	28	37	36	37	None	Phys-L1	Great Hawk Rune (C)	Muse Surprise Attack
Highlands 6 (Bow)	32	95	500	140	57	36	42	62	65	36	None	Phys-L1	Medicine x6 (C)	Two River
Highlands 7 (Bow)	33	110	700	150	59	40	57	66	69	38	None	Phys-L1	Fur Cape (C)	Greenhill City
Highlands 8 (Bow)	36	160	900	173	68	73	72	65	82	65	None	Phys-L1	Mega Medicine x4 (C)	Muse (with Miklotov)
Highlands 9 (Bow)	41	170	1,300	175	92	72	80	82	119	72	None	Phys-L1	None	Muse (Peace Treaty)
Highlands 10 (Bow)	47	260	2,000	235	103	72	85	87	127	77	None	Phys-L1	None	Greenhill City/Forest 2
Highlands 11 (Bow)	51	270	3,500	250	106	81	92	87	132	79	None	Phys-L1	Recipe 36 (once-C) Ghengis Khan x8 (R)	Rockaxe Castle
Highlands 12 (Bow)	54	285	10,000	285	107	90	103	88	115	82	None	Phys-L1	None	L'Renouille Castle
Highlands 1 (Spear)	2	15	50	15	14	6	14	15	10	18	None	Phys-M1	Medicine x6 (VC), Leggings (C), Cape (R)	Unicorn Brigade Camp
Highlands 2 (Spear)	4	35	50	19	9	11	4	8	15	14	W: Sleep	Phys-S1	Hazy Rune (VC)	Kyaro Town
Highlands 3 (Spear)	8	55	100	42	27	17	15	20	22	17	None	Phys-M1	Brass Armor (R)	Mercenary Fortress

SUIKODEN II

MONSTER & BOSS COMPENDIUM

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location	
Highlands (Spear)	4	19	110	150	86	34	37	28	37	36	35	None	Phys-M1	Silence Rune (C)	Highland Garrison Recon
Highlands (Spear)	5	19	100	150	81	34	37	28	28	34	35	None	Phys-M1	Medicine x4 (C)	Muse Surprise Attack
Highlands (Spear)	6	32	110	500	147	57	38	42	55	70	36	None	Phys-M1	Chain Mail (C)	Two River
Highlands (Spear)	7	33	120	700	157	59	42	57	56	71	38	None	Phys-M1	Medicine x6 (C), Scale Mail (R)	Greenhill City
Highland Spear)	8	36	180	900	182	68	73	72	59	89	65	None	Phys-M1	Scale Mail (C)	Muse (with Miklotov)
Highlands (Spear)	9	41	187	1,300	190	92	72	80	72	117	72	None	Phys-M1	Full Plate (R)	Muse (Peace Treaty)
Highlands (Spear)	10	47	280	2,000	255	103	79	85	81	123	77	None	Phys-M1	Iron Boots (R)	Greenhill City/Forest 2
Highlands (Spear)	11	51	290	3,500	270	106	81	92	82	129	79	None	Phys-M1	Escape Talisman (C)	Rockaxe Castle
Highlands (Spear)	12	54	310	10,000	303	107	92	103	86	132	82	None	Phys-M1	Escape Talisman (C)	L'Renouille Castle
Highlands (Sword)	1	2	15	50	15	14	6	14	5	10	18	None	Phys-M1	Medicine x6 (VC), Leggings (C)	Unicorn Brigade Camp
Highlands (Sword)	2	4	40	50	18	9	10	4	10	17	15	W: Sleep	Phys-S1	Medicine x6 (VC)	Kyaro Town
Highlands (Sword)	3	8	60	100	40	27	17	15	22	23	17	None	Phys-M1	Failure Urn (C), Octopus Urn (R), Vase (R)	Mercenary Fortress
Highlands (Sword)	4	19	90	150	75	36	37	28	43	38	45	None	Phys-M1	Shoulder Pads (C)	Highland Garrison Recon
Highlands (Sword)	5	19	80	150	70	36	37	28	33	36	45	None	Phys-M1	Wooden Shield (C), Obento x5 (R)	Muse Surprise Attack
Highlands (Sword)	7	33	130	700	152	59	42	57	60	72	38	None	Phys-S1	Head Gear (C), Fire Wall Scroll x1 (R)	Greenhill City
Highlands (Sword)	8	36	180	900	175	68	73	72	62	87	65	None	Phys-S1	Half Helmet (C)	Muse (with Miklotov)
Highlands (Sword)	9	41	180	1,300	185	92	72	80	77	115	72	None	Phys-S1	Steel Shield (R)	Muse (Peace Treaty)
Highlands (Sword)	10	47	270	2,000	240	103	79	85	86	121	77	None	Phys-S1	Medicine x6 (C)	Greenhill City/Forest 2
Highlands (Sword)	11	51	280	3,500	260	106	81	92	83	127	79	None	Phys-S1	Hex Doll (C), Chinese Dish (R), Knight Statue (VR)	Rockaxe Castle

PRIMA'S OFFICIAL STRATEGY GUIDE

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location	
Highlands (Sword)	12	54	290	10,000	285	107	92	103	87	129	82	None	Phys-S1	None	L'Renouille Castle
Hippogriff	53	360	9,000	280	95	69	76	92	142	76	None	Phys-L1, L1	Wind Amulet (R)	Rockaxe Castle	
HollyBoy 1	1	10	5	10	10	7	10	5	15	70	None	Phys-S1	Medicine x4 (VC), Juice x4 (R)	Field around the Spinach Mercenary Fortress	
HollyBoy 2	15	45	100	38	36	25	28	32	27	82	None	Phys-S1	Needle x3 (C), Spinach Juice x4 (R)	Field around Greenhill	
HollyBoy 3	15	45	150	38	36	25	28	32	27	82	None	Phys-S1	Medicine x3 (C), Spinach Juice x4 (R)	Greenhill Forest	
HollyBoy 4	15	45	100	38	36	25	28	32	27	82	None	Phys-S1	Boulder Set (R), Spinach Juice x4 (R)	Path to Matilda	
HollyBoy 5	30	83	800	62	45	53	47	42	39	115	None	Phys-S1	Spinach Juice x4 (R), Toy Boat (R)	Greenhill Forest 2	
HollyElf	32	170	1,200	158	83	45	103	88	113	98	None	Phys-L1, L1 (Balloon 25%), LA	Toe Shoes (C), Dryad Rune (R)	Greenhill Forest	
HollyFairy	47	260	4,000	202	115	62	136	115	137	156	None	Phys-L1, L1 (Balloon 35%), LA	Kindness Rain Scroll x1 (R), Dryad Rune (R)	Greenhill Forest 2	
Iron Claw	54	320	9,000	307	103	78	103	92	128	143	S: Death, Poison, Sleep	Phys-M1 ; M1 (Poison 15%) (Instant Death 5%)	Medicine x8 (C)	Rakutei Mountains (Late)	
IronMoon	50	440	7,000	280	137	85	160	82	135	75	INV: Sleep	Mag-S1C, LA	Graffiti (C); Flower Painting (R); Landscape Painting (VR)	Field around Muse	
Karayans (A)	49	350	1,000	270	58	47	53	95	127	89	None	Phys-M1 (Poison 10%)	None	Greenhill Forest 2	
Karayans (B)	49	350	1,000	270	58	47	53	95	127	89	None	Phys-M1 (Poison 10%)	None	Greenhill Forest 2	
Karayans (C)	49	350	1,000	270	58	47	53	95	127	89	None	Phys-M1 (Poison 10%)	None	Greenhill Forest 2	
Killer Dog	41	180	1,800	165	35	45	65	98	103	78	None	Phys-M1	Antitoxin x4 (C), Chaos Shield (R)	Pass to Tinto	
KillerBee	3	22	15	18	0	0	0	50	30	35	None	Phys-L1	Flaming Arrows Scroll x2 (R)	North Sparrow Passage	
KillRabbit	19	170	300	92	19	35	13	65	50	28	None	Phys-M1, L1	Belt of Strength (R)	Highland Garrison Recon	
KillSpider	7	130	100	40	7	10	9	25	24	13	W: Fire; INV: Poison	Phys-M1 (Poison 15%)	Cheek Guards (C)	Field around Muse	
Kookaburra	47	320	5,000	230	45	42	68	90	145	77	None	Phys-L1, L1 (Knock Down 15%)	Guard Ring (R)	Field around Greenhill	

SUIKODEN II

MONSTER & BOSS COMPENDIUM

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
LandShark	28	110	800	135	35	35	27	115	72	53	None	Phys-M1	Recipe 21 (once-C), Dried Grilled Fish x5 (R), Guard Ring (R)	Two River Sewers
Li Lan	50	320	5,000	300	88	105	170	105	143	158	None	Phys-S1, M1 (Poison 20%)	Mega Medicine x5 (C), Field around Rockaxe Antitoxin x4 (C)	
Magus	56	350	14,000	245	137	98	147	95	127	75	None	Mag-S1C, LA	Hex Doll (C), Peeing Boy (R), Goddess Statue (VR)	L'Renouille Castle
Magus 2	54	330	15,000	245	132	94	140	95	132	75	None	Mag-S1C, LA	Wind Amulet (R)	Tenzan Pass
Matilda Knight	53	410	7,000	310	108	102	92	97	103	79	None	Phys-M1	Master Robe (R), Knight Rune (VR)	Rockaxe Castle
MegaWatt	14	150	300	60	45	25	38	40	38	27	W: Fire; S: Earth	Phys-L1, S1R	Leather Armor (C), Green Salad x5 (R)	Sindar Ruins
Melonzoo	31	167	750	165	73	50	97	62	87	75	W: Fire	Phys-M1, L1	Viper Rune (R)	Greenhill Forest
Minos	23	170	500	130	45	50	34	40	42	55	S: Fire, Thunder; INV: Death, Poison, Sleep	Phys-M1	Gozz Rune (R), Mega Medicine x3 (R), Grilled Beef x3 (VR)	Cave of the Wind
Minotaurus 1	54	280	10,000	280	89	125	162	87	116	103	S: Poison, Sleep	Phys-M1 (Unbalance 20%)	Motsu nabe x6 (R), Mother Earth Rune (VR)	Field around L'Renouille
Minotaurus 2	54	300	13,000	285	90	127	164	89	112	89	S: Poison, Sleep	Phys-M1 (Unbalance 20%)	Graffiti (C), Flower Painting (VR), Lover's Flower Garden (VR)	Tenzan Pass
Mirage	31	220	800	165	82	53	78	73	65	36	S: Death, Poison, Sleep	Phys-L1, L1R	Fire Emblem (R)	Kobold Forest
Monwer	32	90	800	170	56	47	72	145	0	82	W: Fire, INV: Sleep	Only counterattacks	Needle x4 (C)	Greenhill Forest
Mr. Venus	16	270	400	53	52	26	37	25	27	16	INV: Sleep	Mag-S1C, LA	Titan Rune (C), Unicorn Rune (C)	Sindar Ruins
Neclordia	45	320	3500	150	122	82	142	65	153	36	W: Holy, Shields; S: Darkness; INV: Death, Poison, Sleep	Phys-LA/ Mag-S1R, L1	Hex Doll (R), Master Garb (R), Knight Statue (VR)	Tinto Mine
Nightmare	13	90	250	25	47	23	54	38	47	35	S: 5 Elements	Mag-L1, LA, L1R, L1 (Recovery)	Escape Talisman (VC), Sindar Guard Robe (R)	
PapaHolly	32	650	1,300	190	47	57	82	57	15	75	W: Fire	Phys-L1	Seed Potato (once-C), Canopy Defense Scroll x1 (R), Heavy Necklace (R)	Path to Matilda
Phantom	35	250	1,500	190	79	57	88	83	97	56	None	Phys-L1, L1R	Healing Wind Scroll x3 (R)	Field around Rockaxe

PRIMA'S OFFICIAL STRATEGY GUIDE

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
PinkBird	34	210	2,000	177	82	52	65	72	112	105	None	Phys-M1, M1	Skunk Rune (R), Sylph Rune (R)	Field around Rockaxe
Pixie	36	60	2,000	163	85	65	175	107	113	182	S: All Magic and Physical Attacks	Phys-L1, L1	Antitoxin x6 (C), (Small 50%)	Rakutei Mountains (Early) Pixie Rune (R)
Pixie 2	55	130	3,000	220	153	92	220	172	142	230	S: Poison, Sleep	Phys-L1, L1 (Small 50%)	Pixie Rune (R)	Rakutei Mountains (Late)
RaggedOne	29	165	5	160	74	40	83	62	98	0	None	Phys-M1/Mag- M1(Poison 20%)	Turtle Plans 2 (once-C), Rubber Duck (R), Knight Statue (VR)	Field around Greenhill
RanRan	36	140	2,000	147	77	76	159	105	102	106	None	Phys-S1, M1	Medicine x6 (C), Silverlet (R)	Banner Pass
Razorcut	53	220	6,500	325	53	46	52	175	172	56	None	Phys-S1, S1R	Failure Urn (C), Blue Dragon (R), Fine Bone China (VR)	Rakutei Mountains (Late)
RinRin	36	150	2,300	152	78	82	156	106	107	104	None	Phys-S1, M1	Barrier Rune (R), Diet Lunch x5 (R)	Banner Pass
Rockadillo	26	140	550	145	22	67	23	42	54	35	S: Fire	Phys-S1, S1C, M1	Turtle Plans 1 (once-C)	Field around Two River
Salamander	15	200	200	63	37	35	45	33	36	37	W: Water; INV: Fire	Phys-M1/ INV: Fire	Fire Lizard Rune (R) Mag-M1, M1R	Sindar Ruins
Samurai	38	250	2,500	180	75	65	103	69	105	65	None	Phys-S1 (Unbalance 60%), M1	Hex Doll (C), Chinese Dish (R), Bonsai (VR)	Banner Pass
Sandillo	33	120	15,000	135	45	55	37	182	63	77	None	Phys-S1, S1C, M1	Chinese Dish (C), Japanese Dish (C), Peeing Boy (R)	Field around Two River
Sauroid	30	200	600	195	37	48	53	59	75	82	None	Phys-M1, M1 (Unbalance 40%)	Crab Cakes x4 (R), Protection Mist Scroll x1 (R)	Field around Greenhill
Shadow	29	130	900	150	38	57	25	63	78	36	None	Phys-M1, M1	Throat Candy x4 (C), Mangosh (R)	Two River Sewers
ShadowDog	7	85	130	52	0	15	0	36	27	18	None	Phys-M1	Hazy Rune (R)	Field around Mercenary Fortress
Shadowman	25	220	300	160	45	45	52	65	62	55	INV: Sleep	Phys-M1	Antitoxin x4 (VC)	North Window
Shiu Lin	50	260	4,100	260	102	98	182	122	152	172	None	Phys-S1, M1 (Poison 40%)	Flowing Rune (VR)	Field around Rockaxe
Sickle	10	70	200	60	35	25	35	53	65	28	INV: Wind	Phys-S1, S1R	Antitoxin x4 (VC), Gale Rune (C)	Field around Muse
Siren	27	110	800	130	78	40	72	45	82	53	S: Sleep; INV: Water;	Phys-L1/Mag-MA	Banshee Rune (R), Water Amulet (R)	Two River Sewers

SUIKODEN II

MONSTER & BOSS COMPENDIUM

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
Skeleton 1 (Spear)	39	178	730	188	103	62	85	75	63	0	W: Holy, Shields; S: Darkness, Fire; INV: Death, Poison, Sleep	Phys-M1	Gauntlet (C)	Field around Tinto
Skeleton 2 (Spear)	44	208	765	188	103	92	85	75	63	0	W: Holy, Shields; S: Darkness, Fire; INV: Death, Poison, Sleep	Phys-M1	Gauntlet (C)	Tinto Mine
Skeleton 1 (Sword)	39	170	652	185	103	62	85	83	65	0	W: Holy, Shields; S: Darkness, Fire; INV: Death, Poison, Sleep	Phys-S1	Steel Shield (C)	Field around Tinto
Skeleton 2 (Sword)	44	200	573	185	103	92	85	83	65	0	W: Holy, Shields; S: Darkness, Fire; INV: Death, Poison, Sleep	Phys-S1	Steel Shield (C)	Tinto Mine
Sky Knight	52	270	8,000	308	75	87	65	90	148	120	None	Phys-M1, M1 (Lead away 80%)	Turtle Plans 3 (once-C)	Rakutei Mountains (Late)
Sorcerer 1	22	110	450	54	60	35	45	42	62	58	None	Mag-S1C, LA	Escape Talisman (C)	Cave of the Wind
Sorcerer 2	26	170	500	54	75	35	45	42	62	58	None	Mag-S1C, LA	Fish Badge (R)	North Window
Spider 1	5	60	100	22	5	4	2	10	15	20	W: Fire; S: Poison	Phys-S1 (Poison 20%)	Leather Cape (C)	Field around Kyaro
Spider 2	7	100	100	40	5	7	3	15	20	25	W: Fire; S: Poison	Phys-S1 (Poison 10%)	Leather Cape (C)	Passage to Tsai's House
Spikebeak	27	180	600	160	57	40	38	58	75	87	None	Phys-M1, M1	Mega Medicine x2 (C), Balance Rune (R)	Field around Two River
Spiker	34	120	1,200	202	42	38	40	88	150	33	None	Phys-S1, S1R	Failure Urn (C), Wide Urn (R), Black Urn (VR)	Rakutei Mountains (Early)
SunKing	24	350	700	90	75	55	54	38	68	27	None	Mag-M1, MA	Wall Rune (R)	Cave of the Wind
Target Girl	48	270	4,000	200	123	73	98	89	127	83	W: 5 Elements, Shields; S: Death, Poison, Sleep	Phys-L1 (Targeting)/Mag-L1	Awaken Rune (R), Nymph Rune (R), Pixie Rune (VR)	Greenhill Forest 2
Target Lady	20	130	600	85	65	27	42	52	72	38	W: 5 Elements, Shields; S: Death, Poison, Sleep	Phys-L1 (Targeting)/Mag-L1	Dryad Rune (VR), Nymph Rune (VR), Pixie Rune (VR)	Field around South Window
TenTen	36	130	2,300	141	83	71	152	102	112	108	None	Phys-S1, M1	Ninja Suit (R)	Banner Pass
Tiger	37	180	3,500	175	67	85	76	67	98	60	None	Phys-M1	Window Set 1 (R)	Banner Pass
TimeKnight Muse	35	160	1,700	145	82	79	123	62	87	96	None	Phys-S1R, M1	Mega Medicine x4 (C)	Field around
Unicombie	46	570	4,000	260	107	83	137	82	75	33	W: Holy, Shields; S: Darkness; INV: Death, Fire, Poison, Sleep	Phys-M1/Mag-MA	Fire Sealing Rune (R)	Tinto Mine

PRIMA'S OFFICIAL STRATEGY GUIDE

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
White Army (Spear)	39	205	2,000	185	95	75	82	87	120	67	None	Phys-M1	Mega Medicine x3 (C)	Luca Blight battle
White Army (Sword)	39	190	2,000	172	95	75	82	89	120	67	None	Phys-S1	Run Lightning Scroll x1 (R)	Luca Blight battle
White Tiger	35	230	3,000	160	43	82	58	67	98	58	None	Phys-M1	Double Beat Rune (R)	Field around Muse
Wild Boar	10	300	250	60	15	20	15	20	35	15	W: Fire	Phys-S1	Pointed Hat (R), Mayonnaise Cutlet x4 (VR)	Passage to Tsai's House
Wolf	5	60	60	48	0	10	0	25	30	3	None	Phys-M1	None	North Sparrow Passage
Woodpecker 1	5	40	80	38	20	10	15	30	25	20	None	Phys-S1	Sweet and Sour x4 (R), (Unbalance), L1 Scroll x2 (R)	Field around the Mercenary Wind of Sleep Fortress
Woodpecker 2	5	45	80	40	20	10	15	30	25	20	None	Phys-S1 (Unbalance), L1	Killer Rune (R), Sweet and Sour x4 (R)	Passage to Tsai's House
Zombie (A) 1	22	130	90	122	0	40	65	37	18	6	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 (Poison 5%)	Failure Urn (R)	North Window
Zombie (A) 2	24	140	100	125	0	42	65	36	19	6	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 (Poison 5%)	Failure Urn (R)	North Window
Zombie (A) 3	42	140	281	155	57	75	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1	Failure Urn (R)	Field around Tinto
Zombie (A) 4	42	130	290	150	57	75	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1	Escape Talisman (C), Tinto Mine Failure Urn (R)	
Zombie (A) 5	42	150	340	155	57	75	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1	Failure Urn (R)	Tigermouth Village
Zombie (A) 6	41	140	339	155	57	75	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1	Failure Urn (R)	Crom Village

SUIKODEN II

MONSTER & BOSS COMPENDIUM

Monster Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Attack	Item	Location
Zombie (A)	7	43	210	384	160	57	75	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 Failure Urn (R), Power Gloves (VR)	Tinto Mine
Zombie (A)	8	45	210	377	165	57	75	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 Failure Urn (R)	Tinto City
Zombie (B)	1	22	150	110	138	0	44	62	42	9	5	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 Hex Doll (R)	North Window
Zombie (B)	2	24	160	120	140	0	47	67	42	8	5	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 Half Helmet (R), Hex Doll (R)	North Window
Zombie (B)	3	42	155	323	140	57	70	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 (Poison 15%) Hex Doll (R), Silver Necklace (R)	Field around Tinto
Zombie (B)	4	42	140	332	140	57	70	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 (Poison 15%) Hex Doll (R)	Tinto Mine
Zombie (B)	5	42	165	337	140	57	70	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 (Poison 15%) Hex Doll (R)	Tigermouth Village
Zombie (B)	6	41	160	347	140	57	70	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 (Poison 15%) Hex Doll (R)	Crom Village
Zombie (B)	7	43	230	363	150	57	70	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-S1 Hex Doll (R)	Tinto Mine
Zombie (B)	8	45	230	354	155	57	70	82	63	57	46	W: Fire, Holy; S: Darkness; INV: Death, Poison, Sleep	Phys-M1 (Poison 15%) Hex Doll (R)	Tinto City
ZombieSlug	33	320	1,000	150	124	38	87	55	83	67		W: Holy; S: Darkness, Fire; INV: Sleep	Mag-M1, M1 (Darkness, Paralysis 40%) Recipe 29 (once-C), Thunder Amulet (R)	Path to Matilda

PRIMA'S OFFICIAL STRATEGY GUIDE

Bosses

Boss Name	LV	HP	Cash	STR	MAG	DEF	MDF	SKL	SPD	LUC	Attribute	Item
Abomination	34	4,500	10,000	150	65	25	38	45	75	37	W: Fire, Holy; S: Darkness, INV: Death, Poison, Sleep	None
Bonaparte	13	600	0	75	40	20	35	25	26	45	W: Fire; S: Thunder; INV: Death	None
Bone Dragon	56	8,900	10,000	350	140	78	64	85	112	32	W: Holy, Shield, Wind; S: Darkness, Fire; INV: Thunder; IN: Death, Poison, Sleep	None
Culgan	65	3,800	70,000	300	156	103	135	129	166	117	S: hunder, Shield; S: Sleep; INV: Death	Bolt of Wrath Scroll x3 (C), Thunder Rune (VR)
Double Head	25	2,500	4,000	70	35	15	42	32	27	29	W: Fire; S: Bright Shield, Black Sword, Sleep; INV: Death	Spark Rune (100%)
Gold Wolf	49	3,500	10,000	370	126	66	102	101	163	107	S: All Magic; INV: Death, Sleep	None
Gorudo	59	4,500	90,000	300	98	107	87	115	98	57	None	Knight Armor (100%)
Harpy	45	7,400	40,000	203	95	45	70	85	127	65	S: Poison, Sleep; INV: Death	None
Lucia	49	1,500	20,000	230	123	105	98	95	137	103	S: Sleep; INV: Death	None
Lucia (2nd Fight)	54	4,700	30,000	300	135	105	98	103	137	103	S: Sleep; INV: Death	Blue Gate Rune (100%)
Lucia (3rd Fight)	58	6,500	50,000	320	135	108	117	128	147	110	S: Sleep; INV: Death	Mother Earth Rune (VR)
Luca Blight	54	6,500	15,000	210	95	62	82	115	115	72	S: All Magic; INV: Death, Sleep	None
Mist Shade (Female)	10	800	2,000	65	6	10	6	30	15	6	S: Sleep; INV: Death, Poison	None
Mist Shade (Male)	10	800	2,000	65	6	10	6	30	15	6	W: Fire; S: Sleep, Phys. Attacks; INV: Death, Poison	Kindness Drops Scroll x4 (100%)
Neclord (1st Fight)	35	20,000	70,000	150	120	130	140	55	45	0	INV: Everything	None
Neclord (2nd Fight)	50	20,000	70,000	220	137	95	130	98	95	36	INV: Everything	None
Neclord (3rd Fight)	50	4,500	70,000	270	137	95	130	82	95	36	W: Holy; S: Darkness, Earth, Fire; INV: Death, Sleep	Shredding Scroll x4 (100%)
Pest Rat	40	5,200	20,000	160	58	39	36	52	85	44	S: Poison, Sleep; INV: Death	Poison Rune (100%)
Poison Moth	47	6,800	50,000	237	136	54	138	72	126	65	S: Sleep; INV: Death, Poison	None
Rowd	25	3,000	10,000	60	45	75	55	65	45	30	None	None
Seed	65	4,200	60,000	320	127	117	98	127	155	125	S: Fire; INV: Death	Rage Rune (VR)
Sierra (Left Head)	47	2,800	0	200	127	95	143	93	125	78	W: Holy, Shield; S: Darkness, Fire, Sleep, Thunder; INV: Death	None
Silver Wolf	75	4,800	20,000	300	170	85	135	87	136	0	S: Darkness, Thunder, Water; S: Poison, Sleep; INV: Death	None
Silver Wolf (Left Paw)	75	4,500	20,000	300	170	90	130	77	107	0	W: Darkness; S: Fire, Holy, Shield, Thunder, Wind; INV: Death, Poison, Sleep	None
Silver Wolf (Right Head)	75	4,800	200,000	300	170	85	135	87	136	0	S: Fire, Holy, Shield, Wind; S: Poison, Sleep; INV: Death	None
Silver Wolf (Right Paw)	75	5,700	200,000	300	170	90	130	77	137	0	W: Holy, Shield; S: Darkness, Earth, Water; INV: Death, Poison, Sleep	None
Silver Wolf (Rune)	75	3,300	200,000	300	170	85	153	97	95	0	INV: Death, Poison, Sleep	None
Star Dragon Sword	32	2,500	0	135	68	40	58	47	72	54	INV: Darkness; INV: Death, Poison, Sleep	None
Stone Golem	55	7,500	50,000	230	85	100	50	62	82	65	W: Thunder; S: Earth; INV: Death, Poison, Sleep	None
Worm	44	4,200	35,000	185	113	57	120	65	76	65	S: Sleep; INV: Death, Poison	None
Worm (2)	44	2,800	0	195	113	67	120	65	76	65	S: Sleep; INV: Death, Poison	None

WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES

WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES

Weapons

All of your active characters bring their own weapons when they join your army. This saves you from having to find and buy expensive weapons. You will, however, have to upgrade their weapons periodically at the Blacksmiths scattered throughout the world of Suikoden II. Sharpening weapons is expensive, but the increase in power is worth it.

Hero's Weapon

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	5	6	8	11	14	18	35	42	49	58	68	79	92	127	148	170
Weapon Name	Twin Fang			Twin Heaven Fang							Twin Destiny Fang					

Joei's Weapon

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	5	6	8	11	14	17	33	40	47	56	66	76	89	124	145	166
Weapon Name	Star Staff			Heaven Star Staff							Violence Star Staff					

Nanami's Weapon

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	7	9	11	14	17	22	37	44	51	59	69	78	91	125	145	165
Weapon Name	Flower Rod			Blossom Rod							Eden Rod					

Viktor's Weapon

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	8	11	14	17	22	34	42	50	59	69	78	102	117	136	155	170
Weapon Name	Star Dragon Sword			Star Dragon Sword							Star Dragon Sword					



The name change designations for the remainder of the characters are approximated.

One-Handed Swords

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	5	7	9	12	15	27	35	42	50	59	67	90	102	120	138	150
Anita	Star Sword			Seven Star Sword							Rival Star Sword					
Camus	Uriah/1			Uriah/2							Uriah/3					
Plik	Odessa			Odessa +							Odessa ++					
Freed Y	Raikoumaru			Raikoumaru							Shinraikoumaru					
Gengen	Sword			Good Sword							Excellent Sword					
Hanna	Blade			High Blade							Steel Blade					
Hix	Tengaar			Tengaar +							Tengaar ++					
Miklotov	Dunceney/1			Dunceney/2							Dunceney/3					
Sheena	Kirinji			Kirinji 2							Kirinji 3					
Simone Verdrizzi	Prelude			Ante l'mezzo							Rhapsody					
Valeria	Star Sword			Seven Star Sword							Conqueror Star Sword					
Vincent De Boule	Enchantee			Savat							Felicitation					

PRIMA'S OFFICIAL STRATEGY GUIDE

Two-Handed Swords

Level	1	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Attack Strength	7	9	12	15	19	31	39	46	55	64	73	97	111	129	147	160
Genshu	Denta				Big Denta				Kamui							
Georg Prime	Wind				Moon				Kumo							
Hauser	Sword				Long Sword				Steel Sword							
Humphrey	Masamune				Murasame				Muramasa							
Pesmerga	Crimson				Death Crimson				King Crimson							
Rikimaru	Yasutsuna				Onimaru				Doujikiri							
Shin	Tarantula				Death Tarantula				Ray Tarantula							
Viktor	Taia Sword				Shiko Sword				Kouten Sword							

Spears

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	5	8	12	24	32	37	42	48	53	80	88	98	110	120	130	140
Amada	Oar				Oak Oar				Teak Oar							
Chaco	Wing Spear				Air Spear				Sky Spear							
Futch	Balzac				Sigmund				Sigurd							
Sid	Skull Spear				Cursed Spear				Devil Spear							
Tai Ho	Shina				Kanae				Mizuki							
Tomo	Long Spear				Fujin Spear				Fujin Long Spear							
Tsai	Shin Spear				Rashin Spear				Raishin Long Spear							
Yoshino	Naginata				Long Naginata				Great Naginata							

Axes

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	8	9	10	11	13	17	23	35	43	52	60	72	85	135	156	175
Gijimu	Double Axe				Double Battleaxe				Double Greataxe							
Koyu	One-Handed Axe				One-Handed Battleaxe				One-Handed Greataxe							

Claws

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	7	8	9	10	39	42	45	48	51	53	110	114	118	124	130	135
Bolgan	Fire Breath				Gluv				Glove							
Kasumi	Sakura				Big Sakura				Max Sakura							
Long Chan-Chan	Knuckles				Killer Knuckles				Power Knuckles							
Mondo	Claw				Dark Claw				Tooth and Claw							
Oulan	Fist				Iron Fist				God Hand							
Sierra	Moon				Half Moon				Full Moon							
Wakaba	Leg Guard				Killer Leg Guard				Power Leg Guard							
Zamza	Tekken				Burning Iron Fist				Iron Fist of Rage							

Bows

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	4	6	7	10	13	25	33	40	48	57	65	73	98	116	135	147
Ayda	Wood Bow				Forest Bow				Earth Bow							
Kinnison	Light Bow				Ranger Bow				Hunter Bow							
Stallion	Light Bow				Shine Bow				Elfin Bow							

WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES

SUIKODEN II

Shuriken

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	6	9	12	20	25	31	37	43	48	70	83	95	108	119	130	140
Clive	Wind					Storm					Tornado					
Eilie	Slash Knife					Slash Knife					Razor Knife					
Gabocha	Sling Shot					Sling Shot!					Sling Shot!!!					
Lo Wen	Star					Falling Star					Shooting Star					
Meg	Dagger					Assassin's Dagger					Silver Dagger					
Millie	Boomerang					Hit Boomerang					High Boomerang					
Rina	Chariot					Empress					World					
Sasuke	Comet					Blue Comet					Fiery Blue Comet					
Shilo	Jiromaru					Jiromaru Silver					Jiromaru Gold					
Tengaar	Light Knife					Ray Knife					Shining Knife					
Tuta	Pebble					Stone					Rock					

Rods

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	3	4	5	7	9	11	26	33	42	50	58	64	80	87	94	100
Gantetsu	Staff					Iron Staff					Iron Rock Staff					
Luc	Wind Rod					Gale Rod					Gust Rod					
Mazus	Star Rod					Cosmic Rod					Nova Rod					
Viki	Wand					Wow Wand					Wow Wow Wand					

Others

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attack Strength	5	6	8	11	14	17	33	40	47	56	66	76	89	124	145	165
Badeaux	Beast Whip					Whip of Fury					Whip of Love					
Bob	Rod					Beast Rod					Beast Lord Rod					
Hai Yo	Wok					Dragon Wok					Blue Dragon Wok					
Hoi	Twin Fang					Faux Twin Fang					Twin Fang Nouveau					
Kahn	Shadow					Shadowbane					Shadowslayer					
Karen	Nails					Red Nails					Black Nails					
Killey	Shadow					Shade					Night					
Lorelai	Tower					Death					Judgement					
Nina	Book Belt					New Book Belt					Book Belt of Love					

UPGRADING YOUR WEAPONS AT THE BLACKSMITH'S

In a perfect world, highly trained Blacksmiths would be in each of the cities and villages you visit. However, this is war, and you have to take what's available. In *Suikoden II*, Blacksmiths are available in the following towns. The number in parentheses beside each town's name is the level to which the Blacksmith can sharpen your party's weapons:

Ryube Village (LV 2), Mercenary Fortress (LV 3), Muse City (LV 4), Coronet Town (LV 5), Kuskus Town (LV 6/LV 11)*, Greenhill City (LV 8), Tinto City (LV 13), Headquarters (LV 16)**

*After you've liberated South Window City, you'll find that the skills of the Blacksmith in Kuskus have increased greatly.

**Once you've recruited Tessei and collected the various Hammers, you can have your weapons upgraded at home. Each Hammer increases the level to which Tessei can sharpen your weapons.

Iron Hammer: Level 9

Copper Hammer: Level 12

Silver Hammer: Level 15

Golden Hammer: Level 16

Sharpening weapons is a costly but necessary fact of life. You should find that the cost of upgrading is the same everywhere you go.

Level	Cost	Level	Cost
2	300P	9	11,000P
3	600P	10	18,000P
4	1,500P	11	27,000P
5	2,700P	12	35,000P
6	3,500P	13	43,000P
7	4,500P	14	52,000P
8	7,000P	15	60,000P
		16	70,000P

Equipment

While your active characters come with their own upgradeable weapons, you still must equip them with the best armor, helmets, shields, etc., available. The following tables, divided by equipment type, detail all of the equipment found in the world of *Suikoden II*. Of course, some equipment is more readily available than others, while other pieces appear only once or twice in the game.

I. Armor

Name	DEF	Effect	Primary Source	Buy	Sell	Class
Robe	1	None	Armors	100P	50P	L/K/R
Tunic	2	None	Armors	200P	100P	L/K
Leather Coat	4	None	Armors	700P	350P	L/H/K
Brass Armor	6	None	Armors	1,000P	500P	L/H
Guard Robe	7	None	Armors	1,700P	850P	L/K/R
Karate Uniform	10	Skill +15	Armors	3,000P	1,500P	L/K
Leather Armor	14	None	Armors	5,900P	2,950P	L/H
Chain Mail	16	None	Armors	6,500P	3,250P	L
Ninja Suit	17	Speed +15	Guardian Deity Event, Defeat TenTen in the Forest to the Toran Republic	—	44,000P	L/K

SUIKODEN II

Name	DEF	Effect	Primary Source	Buy	Sell	Class
Half Plate	19	None	Armors	12,000P	6,000P	H
Magic Robe	22	None	Armors	20,000P	10,000P	L/H/R
Thunder God Garb	25	Hit Ratio +10% up, S: Thunder	Armors	23,000P	11,500P	K
Scale Mail	28	None Protects from Target, S: Earth	Armors Prize for clearing the Normal Level of the Mole Battle	22,000P	11,000P	L
Mole Suit	29	None	Mini-Game	-	12,500P	L/H/K/R
Dragon Armor	30	None	Armors	23,000P	11,500P	L/H
Master Robe	33	Recovers 10HP automatically	Armors, Treasure Chests, Defeat Matilda Knight	24,000P	K/R	
Full Plate	36	None	Armors	26,000P	13,000P	H
Taikioku Wear	40	Speed +10	Armors	28,000P	14,000P	K
Master Garb	45	Skill +15, Strength +15	Treasure Chests, Defeating Neclordia, etc.	-	18,500P	L/K
Robe of Mist	47	Repel magic + 10% up, S: Water	Armors	54,000P	27,000P	K/R
Earth Armor	49	Defense against bad statuses, S: Earth	Armors	67,000P	33,500P	L/H
Dream Robe	52	Repel direct attacks 50%	Treasure Chest in Greenhill Forest, Guardian Deity Event	-	42700P	K
Silver Armor	55	Recovers 10HP each turn, Attribute in darkness	Ask about it in the Armorer in Muse after it's freed	-	60,000P	L
Knight Armor	58	None	Armors	180,000P	90,000P	L
Blood Armor	62	15HP of damage each turn	Guardian Deity Event, Defeat Chimera	-	82,500P	L/H
Windspun Armor	65	Speed +15, S: Wind	Lucky Find in the Item Shop in x Sajah Village (Highland)	210,000P	105,000P	L



The Classes of Armor are as follows: H = Heavy Armor, K = Karate Uniform, L = Light Armor, R = Robe.

II. Helmets

Name	DEF	Effect	Primary Source	Buy	Sell	Class
Bandana	1	None	Armors	50P	25P	C
Leather Hat	2	None	Armors	100P	50P	H/C
Feathered Hat	3	Speed +3, S: Wind	Armors	500P	250P	C
Pointed Hat	5	Defense against Balloon Status	Armors	1,200P	600P	C
Circurel	7	None	Armors	3,500P	1,750P	H/C
Half Helmet	10	None	Armors	7,800P	3,900P	H/C
Mole Helmet	12	Defense against Danger	Prize for clearing the Easy Level of the Mole Battle Mini-Game	-	4,250P	H/C
Head Gear	14	None	Armors	12,000P	6,000P	C
Silver Hat	19	Recover 5HP/turn, S: Darkness	Armors	24,000P	12,000P	C
Full Helmet	20	None	Armors	18,200P	9,100P	H
Wind Hat	24	Speed +7, S: Wind	Armors	35,000P	17,500P	C
Flame Helmet	30	Strength +4, S: Fire	Treasure Chest in Rockaxe Castle, defeat Commander 8 at L'Renouille	-	21,000P	H
Horned Helmet	35	None	Lucky Find in the Item Shop in Sajah Village (Highland)	65,000P	32,500P	H



The Classes of Helmets are as follows: C = Cap, H = Helmet.

PRIMA'S OFFICIAL STRATEGY GUIDE

III. Shields

Name	DEF	Effect	Primary Source	Buy	Sell
Wooden Shield	2	None	Armors	300P	150P
Steel Shield	7	None	Armors	2,500P	1,250P
Kite Shield	12	None	Armors	4,300P	2,150P
Mangosh	19	Counter Thrust	Armors	6,500P	3,250P
		Ratio becomes 1.5			
Mole Shield	22	Repel magic +5%	Prize for clearing the Advanced Level of the Mole Battle Mini-Game	-	4,250P
Silver Shield	27	Recover 5HP/turn; S: Darkness	Guardian Deity Event, Treasure Chest in Banner Pass	-	5,000P
Chaos Shield	34	None	Armors	17,000P	8,500P
Earth Shield	36	Guards against negative statuses, S: Earth	Guardian Deity Event, Treasure Chest in Rockaxe Castle	-	1,600P



Shoes, Gloves, Capes, and Accessories are equipped in one of the three extra slots on each character's Equipment Screen. The Defense and other Stat bonuses that these items offer are extremely important and it is recommended that you dedicate at least two of the miscellaneous slots to the most powerful combination of accessories that you can find or buy. The third slot is perfect for holding recovery items and scrolls.

IV. Shoes

Name	DEF	Effect	Primary Source	Buy	Sell
Wooden Shoes	1	None	Armorer	100P	50P
Boots	3	None	Armorer	800P	400P
Toe Shoes	9	None	Armorer	2,800P	1,400P
Winged Boots	14	Speed +10	Armorer	10,200P	5,100P
Iron Boots	15	None	Guardian Deity Event, Defeating a Highlands (Spear) 8 at Greenhill	-	8,500P

V. Gloves

Name	DEF	Effect	Primary Source	Buy	Sell
Gloves	2	None	Armorer	300P	150P
Gauntlet	4	None	Armorer	1,700P	850P
Silverlet	11	None	Armorer	7,000P	3,500P
Power Gloves	16	Strength +15	Defeat Zombie 7 in Tinto Mines, etc.	-	8,250P
Goldlet	18	None	Armorer	19,000P	9,500P

VI. Capes

Name	DEF	Effect	Primary Source	Buy	Sell
Cape	1	None	Item Shop	400P	200P
Leather Cape	5	None	Item Shop	1,300P	650P
Fur Cape	9	None	Armorer	3,500P	1,750P
Cape of Darkness	12	None	Armorer	6,800P	3,400P
Crimson Cape	14	None	Item Shop	9,000P	4,500P

VII. Accessories

Name	DEF	Effect	Primary Source	Buy	Sell
Necklace	7	None	Item Shop	1,600P	800P
Heavy Necklace	11	None	Item Shop	5,700P	2,850P
Silver Necklace	17	Recover 1HP/turn	Treasure Chest, defeat Zombie (B) 3 in the fields around Tinto	-	10,000P
Gold Necklace	21	Magic Defense +5	Treasure Chest in Rockaxe Castle	-	16,000P
Wing Ornament	19	Speed +12	Item Shop	8,000P	4,000P
Leggings	2	None	Armorer	200P	100P
Shoulder Pads	5	None	Item Shop	2,000P	1,000P
Cheek Guards	3	None	Item Shop	1,000P	500P
Belt of Strength	6	Strength +5	Armorer	4,800P	2,400P
Fire Emblem	7	Strength +15, S: Fire	Item Shop	3,300P	1,650P
Gold Emblem	10	Magic Defense +10	Item Shop	8,500P	4,250P
Blue Ribbon	6	Cannot become targeted by enemy	Guardian Deity Event, Treasure Chest in North Window Castle	-	3,300P
Star Earrings	8	Auto-recover 5HP	Guardian Deity Event, Treasure Chest in Tinto Mine	12,000P	6,000P
Sun Patch	4	Auto-recover 2HP.	Rare Find in Muse Item Shop	3700P	1850P
Fish Patch	6	Repel magic +3%	Item Shop	4,300P	2,150P
Rose Broach	13	None	Rare Find in Banner, Guardian Deity Event	14,000P	7,000P
Water Amulet	6	Repel magic +5%, S: Water	Defeat Siren in Two River Sewers	-	1,900P
Thunder Amulet	9	Hit Ratio +15, S: Thunder	Armorer	7,500P	3,750P
Wind Amulet	12	Speed +10, S: Wind	Defeat Hippogriff in Rockaxe Castle	-	6,500P
Guard Ring	7	Magic Defense +10	Armorer	8,500P	4,250P
Magic Ring	7	Magic +15	Rare Find in Crom Item Shop	13,000P	6,500P
Speed Ring	10	Speed +15	Rare Find in Radat I Item Shop	16,000P	8,000P
Power Ring	8	Strength +20	Investigate the Coal Box in front of the Blacksmith in Tinto	14,000P	7,000P
Skill Ring	9	Skill +20	Rare Find in Tinto Item Shop	11,500P	5,750P
Lucky Ring	12	Luck +20	Guardian Deity Event, Defeat Chimera in L'Renouille	13,000P	6,500P

Magical Scrolls

These items can be bought in Item Shops, found in Treasure Chests, and won from enemies. Basically, they are single-use magic spells, equivalent to the Level 1-3 spells attributed to the five Elemental Runes (Fire, Water, Lightning, Earth, and Wind). In addition to these, "pre-made" scrolls, you can also have Raura custom-make scrolls from your extra, unwanted Rune Crystals once you've added her to your army's support staff.

PRIMA'S OFFICIAL STRATEGY GUIDE

Name	Effect	Primary Source	Buy	Sell
Flaming Arrows Scroll x2	60HP damage to all monsters	Item Shop	700P	350P
Fire Wall Scroll x1	150HP damage to one row of monsters	Item Shop	1,000P	500P
Dancing Flames Scroll x1	300HP damage to all monsters	Treasure Chest in Tinto Mine, etc.	2,000P	1,000P
Kindness Drops Scroll x1	Totally recovers one party member	Item Shop	700P	350P
Protection Mist Scroll x1	Increases ability to repel magic for all party members by 20% (lasts three turns)	Item Shop	1,000P	500P
Kindness Rain Scroll x1	Recovers 300HP for all party members	Defeat Holly Master in Greenhill Forest, etc.	3,000P	1,500P
Wind of Sleep Scroll x2	Puts to sleep one row of monsters	Item Shop	700P	350P
Healing Wind Scroll x1	Totally recovers one party member	Item Shop	1,000P	500P
Shredding Scroll x1	450HP damage to all monsters	Defeat Neclord at Tinto, etc.	2,000P	1,000P
Clay Guardian Scroll x2	Increases the defense of one party member 1.5 times	Item Shop	700P	350P
Vengeance Scroll x1	Makes one ally's counterattack 100% (lasts three turns)	Item Shop	1,000P	500P
Canopy Defense Scroll x1	Everyone repels all magic for one round	Defeat Papa Holly on the Forest Path (Greenhill-Matilda)	2,000P	1,000P
Bolt of Fury Scroll x2	100HP damage to one monster	Item Shop	700P	350P
Run Lightning Scroll	120HP damage to one vertical row of monsters	Item Shop	1,000P	500P
Bolt of Wrath Scroll	600HP damage to one enemy	Defeat Culkan in L'Renouille Castle	2,000P	1,000P

Recovery Items

These items heal wounded comrades and cure some of those unusual maladies. All of these (except the Dragon Incense) can be bought at your local Item Shop and are good things to take on adventures.

Name	Effect	Primary Source	Buy	Sell
Medicine x6	Recover 100HP	Item Shop	100P	50P
Mega Medicine x3	Recover 500HP	Item Shop	500P	250P
Antitoxin x4	Recover from Poison Status	Item Shop	200P	100P
Throat Drops x4	Recover from Silence Status	Item Shop	200P	100P
Needle x4	Recover from Balloon Status	Item Shop	200P	100P
Dragon Incense	Everyone recovers 50HP points (only in battle)	Guardian, only	-	-
Sacrificial Jizo	Automatically cures Unconscious Status	Deity Event	-	-
Escape Talisman	Escape from a dungeon	Item Shop	5,000P	2,500P
		Item Shop	500P	250P

WEAPONS, EQUIPMENT, ITEMS, RUNES, AND OTHER COLLECTIBLES

Unite Attack Items

Only certain characters can equip these items, which are used to increase the chances of either succeeding at a special form of their Unite Attack(s) or strengthening the effects of their Unite Attack(s). These items can all be won from the Climbing Mini-Game in your Headquarters.

Item Name	Effect	Source	Character(s)
Cup of Promise	Doubles the damage of the Bandits' Attack, increase to 30% the chances of doing Knockdown with the Manly Attack	Randomly given as first prize when you pay the 1,000P entry fee for the Climbing Mini-Game	Rikimaru, Amada, Gijimu, Koyu, Lo Wen
Dog Whistle	Increases to 25% the chances of calling the 100 Kobold Attack	Randomly given as first prize when you pay the 10,000P entry fee for the Climbing Mini-Game.	Gengen, Gabocha
Invincible Smile	Increases the chances of Instant Death to 40% and double the damage from the Fancy Lad Attack to one enemy	Randomly given as first prize when you pay the 5,000P entry fee for the Climbing Mini-Game.	Flik, Camus,
Leisure Set	Increases the chances of performing a second Family Attack to 50%	Randomly given as first prize when you pay the 5,000P entry fee for the Climbing Mini-Game	Miklotov Nanami
Lubricating Oil	Raises the strength of Gadget's attacks and magic spells 1.5 times.	Randomly given as second prize when you pay the 5,000P entry fee for the Climbing Mini-Game	Meg
Millet Dumplings	All allied monsters except Badeaux become Berserk from a Unite Attack	Randomly given as first prize when you pay the 10,000P entry fee for the Climbing Mini-Game	Badeaux
Rose Bouquet	Raises the chances of Silence from the Narcissus attack to 30%	Randomly given as first prize when you pay the 1,000P entry fee for the Climbing Mini-Game	Simone and Vincent
Secret Writings	Ninja Attack does double damage to one enemy and Knockdown chances increase to 30%	Randomly given as first prize when you pay the 5,000P entry fee for the Climbing Mini-Game	Kasumi, Mondo
Sexy Wink	Increases the chance of putting your opponents to sleep with any of their Unite Attacks	Randomly given as second prize when you pay the 10,000P entry fee for the Climbing Mini-Game	Lorelai, Rina, Karen, Kasumi

Miscellaneous Items

In this section you'll find tables of items that are used for Trading, Mini-Games, and the other parts of the Headquarters System. Most of these cannot be found in stores, except maybe as a Lucky Find in one of the stores. Talking to people (everyone!) and fighting monsters are the best ways to win some of the more costly and powerful things.

I. Plot Items

Name	Purpose	Source
Rope	Long rope used to escape from the Mercenary Fortress	Pick up when asked to arrange the warehouse in the Mercenary Fortress
Flint	Create fire on the oil-slicked cloth	Get when asked to go shopping in Ryube Village
Flour	Handing the Flour over to Paul progresses events	Buy at the Item Shop in Ryube when asked to go shopping
Rag	Cloth for polishing the floor dirtied with oil.	Given to you by Paul when you're asked to clean.
Oily Rag	A cloth after cleaning up all the oil; light when you try to escape	What the Rag becomes once you've cleaned up the oil
Wooden Amulet	Obtain when asked to run an errand for Pirika	Purchase in the Item Shop in Muse for 500P
Round Plate	Opens a door in Sindar Ruins	Get from a pedestal in the Sindar Ruins
Triangle Plate	Drains the ditches in Sindar Ruins	Get from a pedestal in the Sindar Ruins
Square Plate	Opens the last door in Sindar Ruins	Get from a pedestal in the Sindar Ruins
Healing Herb	Herbs to heal Hilda's illness	Treasure lying dormant in the Sindar Ruins
Entry Permit	ID Papers necessary to enter Muse	Borrow from Alex after clearing out the treasure in Sindar Ruins
Highland Uniform	Necessary to infiltrate the Highland Camp	Get from Jess before entering the camp
Reference	Letter necessary to travel to Two River	Obtain from Fitcher when he visits your Headquarters
Leon's Letter	Secret letter sent to Shu during the confrontation with Luca Blight	Sent to your Headquarters during the Luca Blight battle
Clay	Sculpture ingredient sought by Jess in Greenhill	Obtain by speaking to a person within Forest Village
Listening Crystals	Crystals carried in order to recruit monsters	Receive when you recruit Badeaux
Two Packages	Contains two pistols	Given to you to protect by Elza in Muse
Blinking Mirror	Return to Headquarters instantly from the Field Map	Get from Lepant in Gregminster
Suiko Map	Makes a small map appear in the bottom left corner while on the World Map	Receive when you recruit Templeton

II. Bathing Items (and other "equipable" items)

Name	Description	Source	Sell
Boulder Set	A floating set of boulders for use in the Bath	Randomly given as second prize when you pay the 5,000P entry fee for the Climbing Mini-Game	1,000P
Rubber Duck	A rubber chick used in the Baths, it floats in the bathtub	Defeat the Ragged Ones around Greenhill	1,500P
Toy Boat	A boat that floats in the bath water	Defeat the Holly Boy around Greenhill	1,000P
Sunglasses	Protects against the damage from Light-based attacks	Randomly given as third prize when you pay the 10,000P entry fee for the Climbing Mini-Game	750P

III. Magical Stones

Name	Effect	Source	Sell
Stone of Defense	Raises a character's Defense 1-3 points	Found in Treasure Chests	1,000P
Stone of Luck	Raises a character's Luck 1-3 points	Found in Treasure Chests	1,000P
Stone of Mag-Def	Raises a character's Magic Defense 1-3 points	Found in Treasure Chests	1,000P
Stone of Magic	Raises a character's Magic 1-3 points	Found in Treasure Chests	1,000P
Stone of Power	Raises a character's Strength 1-3 points	Found in Treasure Chests	1,000P
Stone of Skill	Raises a character's Skills 1-3 points	Found in Treasure Chests	1,000P
Stone of Speed	Raises a character's Speed 1-3 points	Found in Treasure Chests	1,000P

V. Trading and Curio Items

Name	Description	Source	Estimated Sales Value
Mayonnaise	Item for Trading System and condiment for Cooking	Trade Center at South Window	2,000P
Red Pepper	Item for Trading System and condiment for Cooking	Trade Center at Gregminster	1,500P
Salt	Item for Trading System and condiment for Cooking	Trade Center at South Window	500P
Soy Sauce	Item for Trading System and condiment for Cooking	Trade Center at Gregminster	700P
Sugar	Item for Trading System and condiment for Cooking	Trade Center at Kobold Village	300P
Ancient Text	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Kobold Village	25,000P
Blue Dragon Urn	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	16,000P
Book	Item for Trading System; cannot be sold at an Item Shop	Trade Center at the Forest Village	4,000P
Candle	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	500P
Celadon Urn	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Gregminster	20,000P
Chinese Dish	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	12,000P
Coral	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	40,000P
Crystal Ball	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	3,000P
Deer Antler	Item for Trading System; cannot be sold at an Item Shop	Trade Center at the Forest Village	5,000P
Failure Urn	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Kobold Village	20P
Flower Painting	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	14,000P
Flute	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Kobold Village	400
Fur	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	800P
Gold Bar	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Rokkaku	30,000P
Graffiti	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Kobold Village	200P
Holly Berry	Item for Trading System; cannot be sold at an Item Shop	Trade Center at the Forest Village	900P
Japanese Dish	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Rokkaku	6,000P
Musk	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Rokkaku	7,000P
Native Costume	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	1,700P
Octopus Urn	Item for Trading System; cannot be sold at an Item Shop	Curio handled at your Headquarters only once you've recruited Abizboah	1,000P
Pearl	Item for Trading System; cannot be sold at an Item Shop	Trade Center at Gregminster	20,000P
Peeing Boy	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	32,000P
Persian Lamp	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	15,000P
Vase	Item for Trading System; cannot be sold at an Item Shop	Trade Center at the Forest Village	5,000P
Wide Urn	Item for Trading System; cannot be sold at an Item Shop	Trade Center at the Forest Village	8,000P
Wine	Item for Trading System; cannot be sold at an Item Shop	Trade Center at the Forest Village	1,200P
Wooden Amulet	Item for Trading System; cannot be sold at an Item Shop	Trade Center at South Window	600P
Black Urn	Item that you can sell as a curio at an Item Shop	Win from Sickle	40,000P
Bonsai	Item that you can sell as a curio at an Item Shop	Win from Samurai	50,000P
Famous Urn	Item that you can sell as a curio at an Item Shop	Get inside Hero's House when you escape from Kyaro	6,000P
Fine Bone China	Item that you can sell as a curio at an Item Shop	Win from Razorcuts	120,000P
Goddess Statue	Item that you can sell as a curio at an Item Shop	Win from Magus	200,000P
Hex Doll	Item that you can sell as a curio at an Item Shop	Win from Bandits, etc.	120P
Karen's Portrait A	Item that you can sell as a curio at an Item Shop	Prize for Karen Mini-Game, 4th stage	6,000P
Karen's Portrait B	Item that you can sell as a curio at an Item Shop	Prize for Karen Mini-Game, 5th stage	32,000P

PRIMA'S OFFICIAL STRATEGY GUIDE

Name	Description	Source	Estimated Sales Value
Karen's Statue A	Item that you can sell as a curio at an Item Shop	Prize for Karen Mini-Game, 1st stage	70,000P
Karen's Statue B	Item that you can sell as a curio at an Item Shop	Prize for Karen Mini-Game, 2nd stage	130,000P
Karen's Statue C	Item that you can sell as a curio at an Item Shop	Prize for Karen Mini-Game, 3rd stage	220,000P
Knight Statue	Item that you can sell as a curio at an Item Shop	Win from Samurai	60,000P
Landscape Painting	Item that you can sell as a curio at an Item Shop	Win from Iron Moon	80,000P
Large Vase	Item that you can sell as a curio at an Item Shop	Get inside Hero's House when you escape from Kyaro	3,000P
Lover's Flower Garden	Item that you can sell as a curio at an Item Shop	Win from Minotaurus	58,000P
Nanami's Vase	Item that you can sell as a curio at an Item Shop	Get inside Hero's House when you escape from Kyaro	10P
Nature Painting	Item that you can sell as a curio at an Item Shop	Win from Minotaurus	400,000P
Trio Portrait	Item that you can sell as a curio at an Item Shop	After defeating the Silver Wolf, look at the large tree behind Hero's House in Kyaro	700P

V. Guardian Deity Pieces

Name	Description	Primary Source
Dragon Plans 1	Guardian Deity Item; blueprint for the Dragon's limbs	Receive at the same time you recruit Jude
Dragon Plans 2	Guardian Deity Item; blueprint for the Dragon's tail	Treasure Chest in Rakutei Mountain (Matilda Knightdom)
Dragon Plans 3	Guardian Deity Item; blueprint for the Dragon's body	Get by speaking to a person in the right house in lower right of Tinto
Dragon Plans 4	Guardian Deity Item; blueprint for the Dragon's head	Treasure Chest in Rockaxe Castle
Unicorn Plans 1	Guardian Deity Item; blueprint for the Swan's limbs	Receive at the same time you recruit Jude
Unicorn Plans 2	Guardian Deity Item; blueprint for the Swan's tail	Treasure Chest in Rakutei Mountain (Matilda Knightdom)
Unicorn Plans 3	Guardian Deity Item; blueprint for the Swan's body	Receive by speaking to the villager in the left house in the lower right of Tinto
Unicorn Plans 4	Guardian Deity Item; blueprint for the Swan's head	Treasure Chest in Rockaxe Castle
Rabbit Plans 1	Guardian Deity Item; blueprint for the Rabbit's limbs	Receive at the same time you recruit Jude
Rabbit Plans 2	Guardian Deity Item; blueprint for the Rabbit's tail	Lucky Find in the Item Shop in Highway Village
Rabbit Plans 3	Guardian Deity Item; blueprint for the Rabbit's body	Lucky Find in the Item Shop in Banner
Rabbit Plans 4	Guardian Deity Item; blueprint for the Rabbit's head	Lucky Find in the Item Shop in Greenhill after liberation
Turtle Plans 1	Guardian Deity Item; blueprint for the Turtle's limbs	Defeat Rockadillo near Two River and Greenhill
Turtle Plans 2	Guardian Deity Item; blueprint for the Turtle's tail	Defeat Ragged Ones near Greenhill
Turtle Plans 3	Guardian Deity Item; blueprint for the Turtle's body	Defeat Hawkman or Skyknight in Rakutei Mountain (Matilda Kingdom)
Turtle Plans 4	Guardian Deity Item; blueprint for the Turtle's head	First Prize (random) in Climbing Mini-Game for 10,000P entry fee.

VI. Blacksmith Items

Name	Description	Primary Source
Iron Hammer	Blacksmith Item, used to upgrade weapons to LV 9	Purchase for 2,000P when you speak to a person inside the Armorer in Forest Village
Copper Hammer	Blacksmith Item, used to upgrade weapons to LV 12	Obtain from a person in the Weapons Storehouse in the bottom right of Gregminster Castle
Silver Hammer	Blacksmith Item, used to upgrade weapons to LV 15	After Greenhill is liberated, speak to the student in the Blacksmith classroom once you've recruited Tessai
Golden Hammer	Blacksmith Item, used to upgrade weapons to LV 16	Lucky Find in the Item Shop in Sajah Village in Highland

VII. Library Items

Name	Description
Old Book Vol. 1	Library Item; book with Curio List
Old Book Vol. 2	Library Item; book with history of the Sindar Family
Old Book Vol. 3	Library Item; book with list of Lucky Finds
Old Book Vol. 4	Library Item; book with a list of people requiring care
Old Book Vol. 5	Library Item; book with the legend of the 27 True Runes
Old Book Vol. 6	Library Item; book with an introduction to trading
Old Book Vol. 7	Library Item; book about Gate Crest Warfare
Old Book Vol. 8	Library Item; book with military intelligence about Tint and Grassland
Old Book Vol. 9	Library Item; book with list on Blacksmith Hammers
Old Book Vol. 10	Library Item; book about the whereabouts of field ingredients
Old Book Vol. 11	Library Item; book about the whereabouts of pasture ingredients
Old Book Vol. 12	Library Item; book with the Recipe List

Primary Source

Get by investigating the desk in Genkaku's room in the lower left house in Kyaro
Treasure chest in the Sindar Ruins
Lucky Find in the Item Shop in South Window
Get by investigating the bookshelves in the upper left room in the municipal offices in Muse
Investigate the bookshelves in the lower left class room on the first floor of the Greenhill Academy
Speak to a person in the Trade Center in the Forest Village
In Gregminster Castle, investigate the room with a statue of the previous Hero
Inspect the bookshelves in the house in the lower center of Tigermouth Village
Treasure chest in the Tinto Mine
After Greenhill's liberation, speak to a person in the basement of the student dorms
Investigate the shelves inside the Item Shop in Rockaxe
Speak to a person in the Bar in Muse after liberation

VIII. Window Items

Name	Description
Window Set 1	Allows you to change your window settings; give to Tenkou
Window Set 2	Allows you to change your window settings; give to Tenkou
Window Set 3	Allows you to change your window settings; give to Tenkou
Window Set 4	Allows you to change your window settings; give to Tenkou
Window Set 5	Allows you to change your window settings; give to Tenkou
Window Set 6	Allows you to change your window settings; give to Tenkou
Window Set 7	Allows you to change your window settings; give to Tenkou

Primary Source

Win from Tiger in Banner Pass
Win from Flying Lizard in Mountain Pass to Tinto
Tenkou possesses these once you've recruited him
Tenkou possesses these once you've recruited him
Treasure Chest in Tinto Mine
Lucky Find in the Item Shop in liberated Greenhill
Treasure Chest in L'Renouille Castle

IX. Sound Set Items

Name	Description
Sound Set 1	Allows you to decide or cancel sound; give to Connell once you've recruited him
Sound Set 2	Allows you to decide or cancel sound; give to Connell once you've recruited him
Sound Set 3	Allows you to decide or cancel sound; give to Connell once you've recruited him
Sound Set 4	Allows you to decide or cancel sound; give to Connell once you've recruited him
Sound Set 5	Allows you to decide or cancel sound; give to Connell once you've recruited him
Sound Set 6	Allows you to decide or cancel sound; give to Connell once you've recruited him
Sound Set 7	Allows you to decide or cancel sound; give to Connell once you've recruited him

Primary Source

Get from Elza during the Clive and Elza event in Muse
Win from Doremi Elf (Yellow) in the secret pasy sage to Matilda Knights
Connell possesses these once you've recruited him
Connell possesses these once you've recruited him
Lucky Find in the Item Shop in Radat
Obtain from accosting a person in the Trade Center in Rokkaku
Once you've recruited Connell, after the liberation of Greenhill, meet with his sister again

X. Ingredient Items

Name	Description
Cabbage Seeds	Becomes the Cabbage Ingredient
Potato Seeds	Becomes the Potato Ingredient
Spinach Seeds	Becomes the Spinach Ingredient
Tomato Seeds	Becomes the Tomato Ingredient
Chick	Becomes the Chicken Ingredient
Piglet	Becomes the Pork Ingredient
Sheep	Becomes the Lamb Ingredient
Calf	Becomes the Beef Ingredient

Primary Source

On top of the barrel to the right in Tatsu's house in Lakequest
 Get from a person in the right-most house in Banner
 Get from Leader of the Wingers, Susu, after liberating Two River
 Lucky Find in the Item Shop of Banner
 Catch when it appears in Lakewest's Wharf
 Buy for 3,000P from a person in the Trade Center in Rokkaku
 Catch in the forest of Kobold Village
 Buy for 7,000P in the center of the Highway Town before the liberation of Matilda

Restaurant Recipes

Name	Description	Primary Source
Recipe 1	Tamago-Yaki	Hai Yo possesses this from the beginning
Recipe 2	Tomato Soup	Prize for defeating the first rival chef
Recipe 3	O-hitashi	Receive from Huan after recruiting Tuta in Muse
Recipe 4	Salad	Hai Yo possesses this from the beginning
Recipe 5	Gyoza	Receive from a man in the kitchen of Coronet's Inn
Recipe 6	Chowder	Hai Yo possesses this from the beginning
Recipe 7	BBQ Pork Bun	Hai Yo possesses this from the beginning
Recipe 8	Buttered Clams	Prize for defeating the second rival chef
Recipe 9	Fish Fry	Take from the bookshelves from the most interior house in Kuskus
Recipe 10	Ice Cream	Hai Yo possesses this from the beginning
Recipe 11	Quiche	Lucky Find in the Item Shop in Kuskus.
Recipe 12	Sandwich	Defeat an Eagle Man in Kobold Forest
Recipe 13	Meat Pie	Get from a Kobold in the Headman's house in the Kobold Village
Recipe 14	Simmered Fish	Get from a man in the kitchen of the Radat Bar
Recipe 15	Fried Fish Balls	Hai Yo possesses this from the beginning
Recipe 16	Sunomono	Get from the shelves in Taki's house in Lakewest
Recipe 17	Cake	Prize for defeating the third rival chef
Recipe 18	Croquettes	Lucky Find in the Item Shop in Radat
Recipe 19	Pasta	Prize for defeating the fourth rival chef
Recipe 20	Tempura	Get from a person in the kitchen of the Greenhill Inn
Recipe 21	Grilled Fish	Win from the LandSharks in the sewers of Two River
Recipe 22	Gratin	Prize for defeating the sixth rival chef
Recipe 23	Rice Omelet	Lucky Find in the Item Shop in Two Rivers
Recipe 24	Fried Rice	Prize for defeating the fifth rival chef
Recipe 25	Pizza	Lucky Find in the Item Shop in Greenhill (both before and after liberation)
Recipe 26	Teriyaki	Lucky Find in the Item Shop in the Highway Town
Recipe 27	Tonkatsu	Prize for defeating the eighth rival chef
Recipe 28	Curry Rice	Lucky Find in the Item Shop in Gregminster
Recipe 29	Grilled Beef	Win from ZombieSlug in the Forest Path to the Matilda Knights
Recipe 30	Ramen	Prize for defeating the seventh rival chef
Recipe 31	Hamburger	Lucky Find in the Item Shop in Kobold Village
Recipe 32	Obento	Get from Kent's Mother after clearing the event with Futch in the Highway Town
Recipe 33	Sushi	Prize for defeating the 10th rival chef
Recipe 34	Japanese Stew	Win from Doremi Elf C152(Yellow) 2 in Greenhill Forest
Recipe 35	Full Course	Lucky Find in the Item Shop in Muse after liberation
Recipe 36	Ghengis Khan	Win from Soldier (Bow) 11 in Rockaxe Castle
Recipe 37	Steak	Get from the bookshelves in Gorudo's office in Rockaxe Castle after liberation
Recipe 38	Sashimi Combo	Prize for defeating the 11th rival chef
Recipe 39	Special Stew	Special Recipe that you can get from Gremio if you've loaded save data from the first Suikoden. Gremio will give this to you after you've defeated the 10th Chef (Lester)
Recipe 40	Kaiseki Dinner	Prize for defeating the 12th rival chef

Runes

Runes are the major source of magic in the world of *Suikoden II*. They are found encased in sealed Crystals and can only be released by a Runemaster at the point that he or she is embedding them into your character's skin. Characters can wear Runes on their right and left arms as well as their foreheads, depending upon the character's proficiency in magic and the Rune's requirements. You can also have Runes embedded in your characters' weapons (many Runes can only be embedded in a character's weapon) causing extra damage or other special effects when that weapon successfully hits a monster.

The following tables list all of the Runes found in the game.

I. Magic Runes

These runes are the only ones that allow your characters to cast actual magical spells. As your character increases in level and becomes more proficient in magic, he or she will be able to cast more spells and at higher levels.

Rune of the Bright Shield

Buy: N/A

Sell: N/A

Character: Hero

Level	Name	Effect
1	Great Blessing	Recovers 70HP to all party members
2	Shining Light	130HP damage to all enemies
3	Battle Oath	Recovers 300HP to all party; Berserk (50%)
4	Forgiver Sign	Recovers 2,000HP to all party, remaining does damage to simple enemies

Rune of the Black Sword

Buy: N/A

Sell: N/A

Character: Joei

Level	Name	Effect
1	Flash Judgement	120HP damage to simple enemies
2	Twinking Blade	100HP damage to all enemies, 30% chance of Instant Death
3	Piercing One	700HP damage to simple enemies
4	Hungry Friend	1,200HP damage to all enemies

Blinking Rune

Buy: N/A

Sell: 12,500P

Source: Obtain by speaking to a person in front of Hanzo's Mansion in Rokkaku

Level	Name	Effect
1	Ready!	Teleport one monster; teleport one ally when fails
2	Set!	Teleports and drops something on a monster's head; 150HP damage to all enemies; when fails, teleports something on ally's head
3	Go!	Teleports all monsters; when fails, teleports all allies except the caster

Blue Gate Rune

Buy: 30,000P

Sell: 15,000P

Source: Treasure Chest in the Cave of Wind, etc.

Level	Name	Effect
1	Open Gate	50HP damage to one monster
2	Capital Road	150HP damage to all monsters
3	Pale Palace	500HP damage to all monsters
4	Empty World	900HP damage to all monsters, 90HP damage to party allies

Darkness Rune

Buy: 12,000P

Sell: 6,000P

Source: Rune Engraver in South Window after return from Rockaxe, etc.

Level	Name	Effect
1	Finger of Death	Kills one monster
2	Stealer of Souls	300HP damage to one monster; part of the damage given becomes HP recovered
3	Final Bell	Kills one row of monsters; 500HP damage to enemies not affected
4	Black Shadow	500HP damage to all monsters

Resurrection Rune

Buy: 9,000P

Sell: 4,500P

Source: Rune Engraver in school in Greenhill, etc.

Level	Name	Effect
1	Scolding	30HP damage to one monster; 2x damage to Undead
2	Yell	Recovers "Unable to Fight" Status
3	Charm Arrow	400HP damage to all monsters; 2x damage to Undead
4	Scream	Recovers 300HP for all party members

White Saint Rune

Buy: N/A

Sell: N/A

Character: Siegfried

Level	Name	Effect
1	Shining Pupil	120HP damage to one monster
2	Moonlit Forest	200HP damage to one vertical row of monsters
3	White Priestess	400HP damage to all monsters

Fire Rune

Buy: 6,000P

Sell: 3,000P

Source: Rune Engraver in Muse, etc.

Level	Name	Effect
1	Flaming Arrows	60HP damage to all monsters
2	Wall of Fire	150HP damage to a row of monsters
3	Dancing Flames	300HP damage to all monsters
4	Big Explosion	700HP damage to all monsters

Weapon Effects: Supplemental, Fire-based damage; inflicts 1/4 damage given by direct attack

Rage Rune

Buy: 18,000P

Sell: 9,000P

Source: After liberation of Greenhill, obtain from a student in the classroom that contains an expert Rune Engraver

Level	Name	Effect
1	Wall of Fire	150HP damage to a row of monsters
2	Dancing Flames	300HP damage to all monsters
3	Big Explosion	700HP damage to all monsters
4	Final Flame	900HP damage to all monsters

Weapon Effects: Supplemental, Fire-based damage; inflicts 1/2 damage given by direct attack

Water Rune

Buy: 7,000P

Sell: 3,500P

Source: Rune Engraver in Two River, etc.

Level	Name	Effect
1	Kindness Drops	Completely heals one party member
2	Protection Mist	Increases party's ability to repel magic by 20% (lasts three turns)
3	Kindness Rain	Recovers 300HP for all party members
4	Silent Lake	No one can use magic for three turns (both enemies and allies)

Weapon Effects: During battle, this recovers 5HP per turn

Flowing Rune

Buy: 22,000P

Sell: 11,000P

Source: Lucky Find in the Rune Engraver in Gregminster

Level	Name	Effect
1	Protection Mist	Increases party's ability to repel magic by 20% (lasts three turns)
2	Kindness Rain	Recovers 300HP for all party members
3	Silent Lake	No one can use magic for three turns (both enemies and allies)
4	Mother Ocean	Recovers all of a party member's HP even if "unable to fight"

Weapon Effects: During battle, this recovers 15HP per turn

Wind Rune

Buy: 5,000P

Sell: 2,500P

Source: Rune Engraver in South Window, etc.

Level	Name	Effect
1	Wind of Sleep	Puts a row of monsters to sleep
2	Healing Wind	Completely heals one character
3	The Shredding	450HP damage to all monsters
4	Storm Warning	Counteracts the damage from the next magic spell cast

Weapon Effects: Increases by 5% the possibility of repelling magic

Cyclone Rune

Buy: 18,000P

Sell: 9,000P

Source: Speak to Sarah in a room on the second floor of the Inn in Gregminster

Level	Name	Effect
1	Healing Wind	Completely heals one character
2	The Shredding	450HP damage to all monsters
3	Storm Warning	Counteracts the damage from the next spell cast
4	Shining Wind	Inflicts 500HP damage to all enemies and recovers 500HP for all party members

Weapon Effects: Increases by 15% the possibility of repelling magic

Earth Rune

Buy: 4,000P

Sell: 2,000P

Source: Rune Engraver in Muse, etc.

Level	Name	Effect
1	Clay Guardian	Increases the defense of one character
2	Revenge Earth	Makes one character's Counterattack Ratio 100% (lasts three turns)
3	Canopy Defense	Repel all magic for one round
4	Quivering Earth	800HP damage for all earthbound monsters

Weapon Effects: Defense strength +5; during battle recovers 3HP/turn

Mother Earth Rune

Buy: 16,000P

Sell: 8,000P

Source: Lucky Find in the Gregminster Rune Engraver or get from Gustav after defeating Neclord

Level	Name	Effect
1	Revenge Earth	Makes one character's Counterattack Ratio 100% (lasts three turns)
2	Canopy Defense	Repels all magic for one round
3	Quivering Earth	800HP damage for all earthbound monsters
4	Guardian Earth God	Increases the entire party's defense strength and magical defense strength by 30% (lasts five turns)

Weapon Effects: Defense strength +15; during battle recovers 5HP per turn

Lightning Rune

Buy: 6,000P

Sell: 3,000P

Source: Rune Engraver in South Window, etc.

Level	Name	Effect
1	Angry Blow	100HP damage to one monster
2	Running Thunder	120HP damage to one vertical line of monsters
3	Bolt of Wrath	600HP damage to one monster
4	Thor Shot	1,000HP damage to one monster

Weapon Effects: Supplemental, Thunder-based damage; inflicts 1/4 damage given by direct attack

Thunder Rune

Buy: 19,000P

Sell: 9,500P

Source: After Rockaxe's liberation, obtain from a soldier inside the palace outside Gerudo's office

Level	Name	Effect
1	Running Thunder	120HP damage to one vertical line of monsters
2	Bolt of Wrath	600HP damage to one monster
3	Thor Shot	1000HP damage to one monster
4	Thunder Storm	1200HP damage to one monster

Weapon Effects: Supplemental, Thunder-based damage; Inflicts 1/2 damage given by direct attack

II. Special Attack Runes

Name of Rune	Buy	Sell	Primary Source	Effect
Banshee Rune	-	4,500P	Defeat Siren, etc.	Absorbs enemy's HP and recovers your own
Chimera Rune	-	4,000P	Treasure Chest in Greenhill Forest	Transfers your own Status Anomalies onto other characters
Dryad Rune	-	4,500P	Defeat Target Lady, etc.	Increases the number of times you can cast Level 2 Magic by one and increases the number of times you can cast Level 1 spells by two
Gozz Rune	7,000P	3,500P	Rune Engraver in Rockaxe, etc.	For characters who use axes; increases damage against one row of enemies; after attack, destroys Balance
Great Hawk Rune	7,500P	3,750P	Rune Engraver in Radat, etc.	For characters who use bows; changes bow attack into attacks against all enemies (damage is 1/2)
Kite Rune	8,000P	4,000P	Rune Engraver in Greenhill Academy, etc.	For characters who use shuriken; attacks against all enemies are jumped (damage is 1/2)
Lion Rune	10,000P	5,000P	Rune Engraver in Two Magic Defense -50	For characters who use claws; damage from special attacks increased 1.5 times; ability points for Magic and River City, etc.
Nymph Rune*	-	5,500P	Defeat Target Lady, etc.	Changes effect based on your Luck Points.
Pixie Rune	4,500P	2,250P	Rune Engraver in Greenhill Academy, etc.	For characters who use staves; attacks become L Range; damage from Magic Points increases 1.5 times
Sylph Rune	-	6,000P	Defeat Pink Bird, etc.	Decreases your HP up to 1/3 and inflicts 1/3 of that on your whole party
Titan Rune	6,000P	3,000P	Rune Engraver in Muse, etc.	For characters who use two-handed weapons; makes your attack turn happen last and increases your attack strength 1.3 times
Unicorn Rune	6,000P	3,000P	Rune Engraver in Muse, etc.	For characters who use spears; increases damage against one column of enemies; defense strength becomes 0 on the next turn
Viper Rune	5,000P	2,500P	Rune Engraver in Two River City, etc.	For characters who use one-handed weapons; Hit Ratio becomes 1/3 and if hit, makes Instant Death possible

*Nymph Rune Attacks:

The Nymph Rune assigns an attack randomly depending upon the character's Luck Stat. The best characters to embed this in are (in order): Viki, Hero, Meg, Millie, Hoi.

Probability of Attack Based on Luck Stat

Effect	0	25	50	75	100	150	200	255
Attack against all allies	40%	36%	33%	29%	26%	19%	12%	5%
Attack against one ally	35%	33%	31%	29%	27%	23%	19%	15%
Recover one ally	15%	16%	16%	17%	17%	18%	19%	20%
Attack against one enemy	10%	12%	13%	15%	16%	19%	22%	25%
Attack against all enemies	0%	3%	7%	10%	14%	21%	28%	35%

III. Runes That Have Special Effects

Name of Rune	Buy	Sell	Primary Source	Effect
Champion's Rune	-	85,000P	Treasure Chest in L'Renouille Castle	Weak enemies stop appearing
Fortune Rune	-	10,000P	Guardian Deity Event	Doubles the amount of experience you acquire from enemies
Prosperity Rune	-	75,000	Guardian Deity Event	Doubles the amount of money you acquire from enemies
True Holy Rune	-	-	Character: Stallion	Speeds up the rate of travel on the Field Map and enables you to escape battles (except those that are inescapable) with 100% probability.

IV. Runes That Give the Wearer Special Abilities

Name of Rune	Buy	Sell	Primary Source	Effect
Alert Rune	-	5,000P	Investigate the barrels lined up near the docks in Banner	For four turns the character wearing this Rune becomes Hyper
Balance Rune	-	4,500P	Defeat Spikebeak	Cannot be Unbalanced
Barrier Rune	-	7,500P	Defeat LinLin	Repels the magic attacks of the enemy by a probability of the character's Magic Points divided by 10
Counter Rune	-	2,500P	Guardian Deity Event	Increases Counterattack Ratio 1.5 times
Double-Beat Rune	-	4,000P		Defeat Cut Bunny 2 Attack twice; damage x 2 if countered
Double-strike Rune	-	3,000P		Treasure Chest in mountain pass to Tint, etc.
Draining Rune	20,000P	10,000P		Damage both given and received is increased by 1.5
Fire Sealing Rune	-	4,000P		Rare Find in the Rune Engraver in Greenhill Academy
Firefly Rune	-	4,500P	Defeat AirLizard	Right hand only Rune; recovers HP from 1/3 of the damage inflicted while Critical
Fury Rune	15,000P	7,500P		Treasure Chest in front of the provisions tent during the Highlands Garrison Recon Mission. Become invincible against Fire attributes; doubles the damage you take from Water-based attacks
Gale Rune	-	3,000P	Defeat Sickie	Enemies preferentially attack characters wearing this Rune
Hazy Rune	-	2,500P	Defeat Highlands (Spear) 2	Rare Find in the Rune Engraver in Muse
Killer Rune	-	4,750P	Defeat Woodpecker 2	The character wearing this Rune is always Berserk
Knight Rune	-	15,000P	Defeat Matilda Knight	Increases speed 1.5 times
Medicine Rune	-	2,250P	Defeat Flyer	When you receive a physical attack, you can dodge attacks by Blinking with a 30% probability
Phero Rune	50,000P	25,000P		Increases your Critical Hit percentage 1.5 times
Engraver or Guardian Deity event			Opposite gendered characters protect you (monsters are not included)	Become protective when other characters close to death take damage
Skunk Rune	-	3,500P	Defeat Pink Bird, etc.	Uses Medicine automatically to heal up to 35% of your party members' HP
Spark Rune	-	2,000P	Defeat Double Head in Sindar Ruins	Rare Find (after defeating the Last Boss) in Seja's Rune
Sunbeam Rune	-	12,500P	After defeating the Neclord, obtain from the head of Crom Village	You do not become the object of an enemy's elemental attack until you are the last person left
Violence Rune	-	9,000P	Investigate the shelves inside the Appraiser's house in Rockaxe	All party members attack after the character wearing this rune

Name of Rune	Buy	Sell	Primary Source	Effect
Waking Rune	-	8,500P	Defeat Target Girl	When you enter into battle you go to Sleep and when awakened you have the Anger Status
Wall Rune	-	1,750P	Defeat SunKing	Doubles your defense strength but you can only defend
Warrior Rune	32,000P	16,000P	Rare Find in the Rune Engraver in Two River City.	Halves your Physical defense and adds that sum to your Strength Points
Wizard Rune	22,000P	11,000P	Rare Find in the Rune Engraver in Two River City	Halves your magic protection and adds the sum to your Magic Points

V. Runes Belonging to Specific Characters

Name of Rune	Buy	Sell	Character	Effect
Angry Dragon Rune	-	-	Oulan	Doubles usual damage; can only be used once per battle, however, it can be used without limit while Berserk
Blue Drops Rune	-	-	Abizboah	Water elemental Rune that changes depending upon the level: Level 1: single person attack (1.5 x damage, Unbalanced); Level 2: attack against one row of enemies (normal damage, Unbalanced); Level 3: attack against all enemies (normal damage, Unbalanced)
Falcon Rune	-	-	Valeria/Anita	Rip up the enemy; inflict twice as much damage but your Hit Ratio becomes -10%.
Fire Breath	-	-	Bolgan	Breathes fire; doubles damage, Fire elemental, destroys Balance
Fire Dragon Rune	-	-	Zamza	Doubles damage, receive half damage (Fire damage)
Groundhog Rune	-	-	Millie	Incites Bonaparte; doubles usual damage; can only be used once per battle
Howling Rune	-	-	Badeaux	Powers up monsters in Berserk condition
Mayfly Rune	-	-	Mondo	Attack one row of enemies, branching off to another row; become Unbalanced after attack
Rabid Fang Rune	-	-	Bob	Can only be used once per battle; Bob changes into Wolf mode during one turn; during Wolf mode he recovers 50HP every turn and receives the following stat increases: Strength x 2, Phys. Def. x 2, Mag. Def. x 1.5; Speed x 1.5; he cannot use Items, Magic, or Guard during this time; he can attack up to three turns before he changes back from Wolf mode at which time his current HP are halved
Shining Wind Rune	-	-	Feather	Wind Elemental Rune that changes depending upon the level: Level 1: single person attack (normal damage, 1.5 x damage against flying enemies); Level 2: attack against one row of enemies (2/3 damage, normal damage against flying enemies); Level 3: attack against all enemies (half damage, normal damage against flying enemies)
Shrike Rune	-	-	Kasumi	Inflicts twice as much damage but your Hit Ratio decreases 5%
Spider Slay Rune	-	-	Shin	Triples usual damage; can only be used once per battle
Swallow Rune	-	-	Genshu	Draws sword swiftly; does usual amount of damage to enemy but 30% chance of causing Instant Death
Trick Rune	-	-	Meg	Incites Gadget; triples usual damage. Can only be used once per battle
Twin Ring Rune	-	-	Karen	Doubles damage but 30% chance of Unbalance
White Tiger Rune	-	-	Long Chan-Chan/Wakaba	Doubles Long Range damage; destroys Balance (Long Chan-Chan's 20%, Wakaba's 50%)

VI. Weapon-Only Runes

Name of Rune	Buy	Sell	Primary Source	Effect
Down Rune	25,000P	12,500P	Rune Engraver in Rockaxe, etc.	Knock Down opponent (30%)
Exertion Rune	-	13,500P	Investigate the vase in front of the Chief Kobold's house in the Kobold Village	Attack Strength increases with the number of turns. $\text{Attack Strength} = \text{Normal Attack Strength} \times \text{number of Battle Turns}/6$ (doubled is the maximum)
Fire Lizard Rune	-	5,500P	Treasure Chest in Sindar Ruins.	Damage increases 1.5 times; damage you take from Fire-based attacks is halved
Friendship Rune	-	17,500P	Investigate the second bonsai from the right on the east side of South Window	Increases attack strength (number of opponents/2).
Hunter Rune	-	22,500P	Guardian Deity Event	Damage weapon inflicts = 1 and Hit Ratio drops to 5% but enemies attacked with this weapon drop an Item
Kindness Rune	-	11,000P	Investigate the basket on the dock in the wharf of Lakewesthighier	The higher the Good Will factor of the party, the Attack Strength is raised. $\text{Attack Strength} = \text{Normal Attack Strength} + \text{Good Will Factor}$
Magic Drain Rune	-	15,000P	Treasure Chest in Sindar Ruins	When you complete one attack your ability to cast Level 1 magic increases by one with a 20% probability; Hit Ratio decreases by 15%
Poison Rune	-	4,000P	Defeat Pest Rat	Poisons opponent (40%)
Silence Rune	-	4,500P	Defeat Highlands (Spear) 4	Silences opponent (20%)
Sleep Rune	18,000P	9,000P	Rune Engraver in Rockaxe, etc.	Put opponent to Sleep (20%)
Technique Rune	-	6,000P	Defeat Cut Rabbit	Steal money with 40% probability



UNITE ATTACKS

As in the original *Suikoden*, certain characters can combine attacks with others. These attacks, called Unite Attacks, are capable of producing up to three times the damage of a usual attack or spreading the force of the characters' attacks across the whole group of enemies. Listed below are all of the Unite Attacks. To use a Unite Attack, make sure that all of the applicable characters are present in your party, then, during a battle, choose Unite as the Fight option when deciding a strategy for the first person using the Unite Attack. This locks the other participating characters into the Unite Attack.

Many of these attacks, especially those that produce tremendous damage, have their downsides too. Weigh the pros and cons when using these attacks in risky situations.

Certain character-specific items, which you can win in the Climbing Mini-Game, increase that character's chances of producing a special form of Unite Attack(s) or increase the potency of the attack. For example, the Dog Whistle item, when equipped by Gengen or Gabocha, increases the chance that their Kobold Attack will turn into the 100 Kobold Attack.

Characters

Hero + Joei
Hero + Nanami
Hero + Hoi
Abizboah + L'Roladia
Chaco + Sid
Flik + Viktor
Freed Y + Yoshino
Gengen + Gabocha

Hanna + Oulan
Kasumi + Mondo
Kinnison + Shiro
Kinnison, Stallion, Ayda
(choose two)

Long Chan-Chan + Wakaba
Meg + Gadget
Miklotov + Camus
Nina + Flik
Rikimaru + Amada
Shin + Genshu
Shiro + Gengen or Gabocha
Sigfried + Feather
Tengaar + Hix

Tsai + Tomo
Valeria + Anita
Viki + Abizboah or L'Roladia
Vincent + Simone
Badeaux + two Large-sized Monsters
Bolgan + Gantetsu + Long Chan-Chan
Ellie + Rina + Bolgan
Flik + Camus + Miklotov
Futch + Sasuke + Luc

Attack Name

Buddy Attack
Family Attack
Copycat Attack
Double Kraken Attack
Winger Attack
Cross Attack
Husband and Wife Attack
Kobold Attack

Tackle Attack
Ninja Attack
Loyal Dog Attack
Bow Attack

Twin Fighter Attack
Trick Attack
Knight Attack
Groupie Attack
Manly Attack
Swordsman Attack
Bow Wow Attack
Double Monster Attack
Warriors Attack

Dad-Daughter Attack
Rival Attack
Head Up!!
Narcissus Attack
Beastmaster Attack

Flash Attack

Circus Attack
Fancy Lad Attack
Pretty Boy Attack

Effects

1 x damage to all enemies
2 x damage to one enemy; Nanami Unbalanced
1 x damage to one enemy
1 x damage to first row of enemies
1.5 x damage to one enemy; Poison (30%)
1.5 x damage to one enemy; Knockdown (30%)
2 x damage to one enemy; Yoshino Unbalanced
1 x damage to one enemy; Gabocha Unbalanced; 20% chance of performing the 100 Kobold Attack (3 x damage to all enemies)
0.75 x damage to all enemies; Hanna and Oulan Unbalanced (30%)
1.5 x damage to one enemy; Knockdown (30%)
1.5 x damage to one enemy; 0.5 x damage to one column of enemies
0.5 x damage to all enemies
3 x damage to one enemy; both characters must be Berserk
Basic Gadget Damage to all enemies
2 x damage to one enemy; Miklotov and Camus Unbalanced (30%)
2.5 x damage to one Enemy; Nina Unbalanced
2 x damage to one column of enemies
0.5 x damage to all enemies; Sudden Death (20%)
1.5 x damage to one enemy
3 x damage to one enemy; Sigfried and Feather Unbalanced
2 x damage to one enemy; Hix takes the Damage from Tengaar's part of the attack
1 x damage to front row of enemies
3 x damage to one enemy; Valeria Unbalanced
2 x damage to one enemy; Abizboah/L'Roladia Unbalanced
0.5 x damage to all enemies
1.5 x damage to one enemy; both monsters Berserk
1.5 x damage to all enemies; 0.5x damage to all allies
2 x damage to one enemy; Bolgan Unbalanced
1.5 x damage to one enemy; Instant Death (25%)
1 x damage to all enemies; all three become Unfriendly; Futch and Sasuke take 20% of damage

PRIMA'S OFFICIAL STRATEGY GUIDE

Characters

Gijimu + Koyu + Lo Wen
Sierra + Bob + Bolgan
Tengaar + Millie + Meg
Lorelai, Rina, Kaito, or
Kasumi (choose three)
Makumaku + Mami +
Mukumuku + Mami +
+ Mokumoku

Attack Name

Bandits Attack
Servant Attack
Pretty Girl Attack
Beauty Attack
Five Squirrel Attack

Effects

1.5 x damage to one enemy; Knockdown (30%)
4 x damage to one enemy
0.5 x damage to all enemies
0.25 x damage to all enemies; Sleep (60%)
0.25 x damage to all enemies; Sleep (70%)
Takes one enemy far away, causing Instant Death (90%); the success rate is 3%
against enemies who are impervious to Instant Death

WHITE ATTACKS

THE HEADQUARTERS SYSTEM AND MINI-GAMES

Every good hero needs a place to call his own. In *Suikoden II*, you acquire one about a third of the way into the story in the form of the North Window Castle. That is, you acquire it as a temporary shelter after defeating the Neclord's minion, Abomination. Recruiting Shu and defeating Solon Jhee are all that are needed to turn North Window Castle into the "official" Headquarters of the New Alliance Army.

Your Headquarters grows and gains more services and comforts as you progress through the story and recruit more people. There are four levels to this growth, and they occur once you meet the following requirements. The criteria are based on the number of people you've recruited and also certain plot events. For example, you may have more than 63 characters recruited, but your Castle will not reach Level 3 status until after you recruit Klaus and Kiba.

- Level 1: Recruit 1-30 characters. Lasts until the defense of Two River City.*
- Level 2: Recruit 31-61 characters. Lasts until you recruit Klaus and Kiba.*
- Level 3: Recruit 62-100 characters. Lasts until the liberation of Greenhill City.*
- Level 4: Recruit more than 101 characters. Lasts until the end of the game.*

While the majority of people who join your army do so to fight next to you, many are happy tending to livestock, running games, entertaining the troops, or running shops. These "Support" characters make your time at home both profitable and fun, so recruit them as early as possible. The advantage to recruiting shopkeepers is that the items found in shops in your Headquarters can be given to any member of your army, not just those in your party at the time.

The following maps (and the section that follows) detail the locations of all of the services and peculiarities possible in your Headquarters.

Outside



Shops



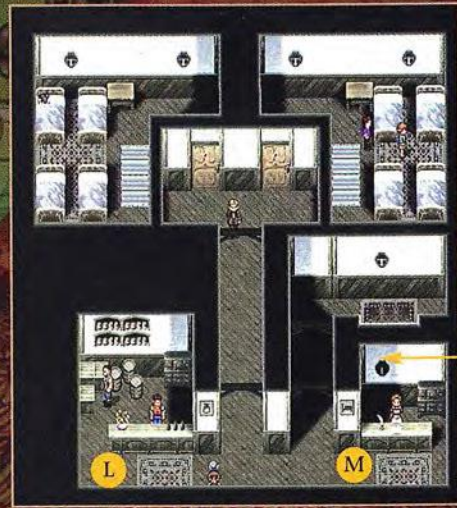
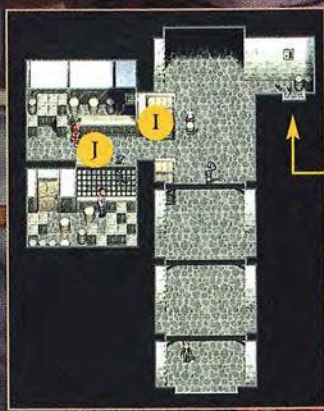
Library



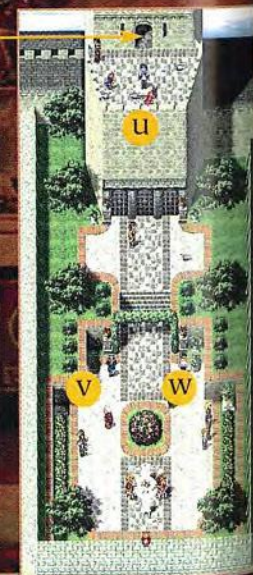
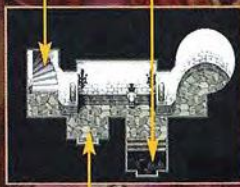
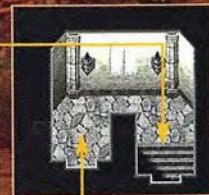
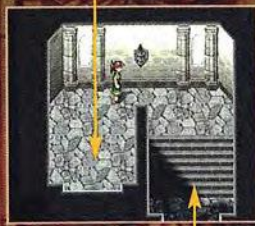
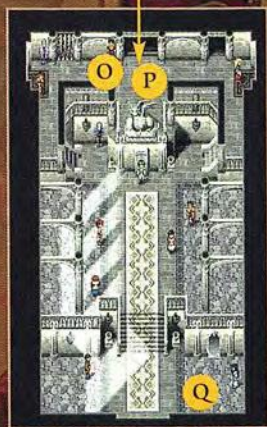
THE HEADQUARTERS SYSTEM AND MINI-GAMES

SUIKODEN II

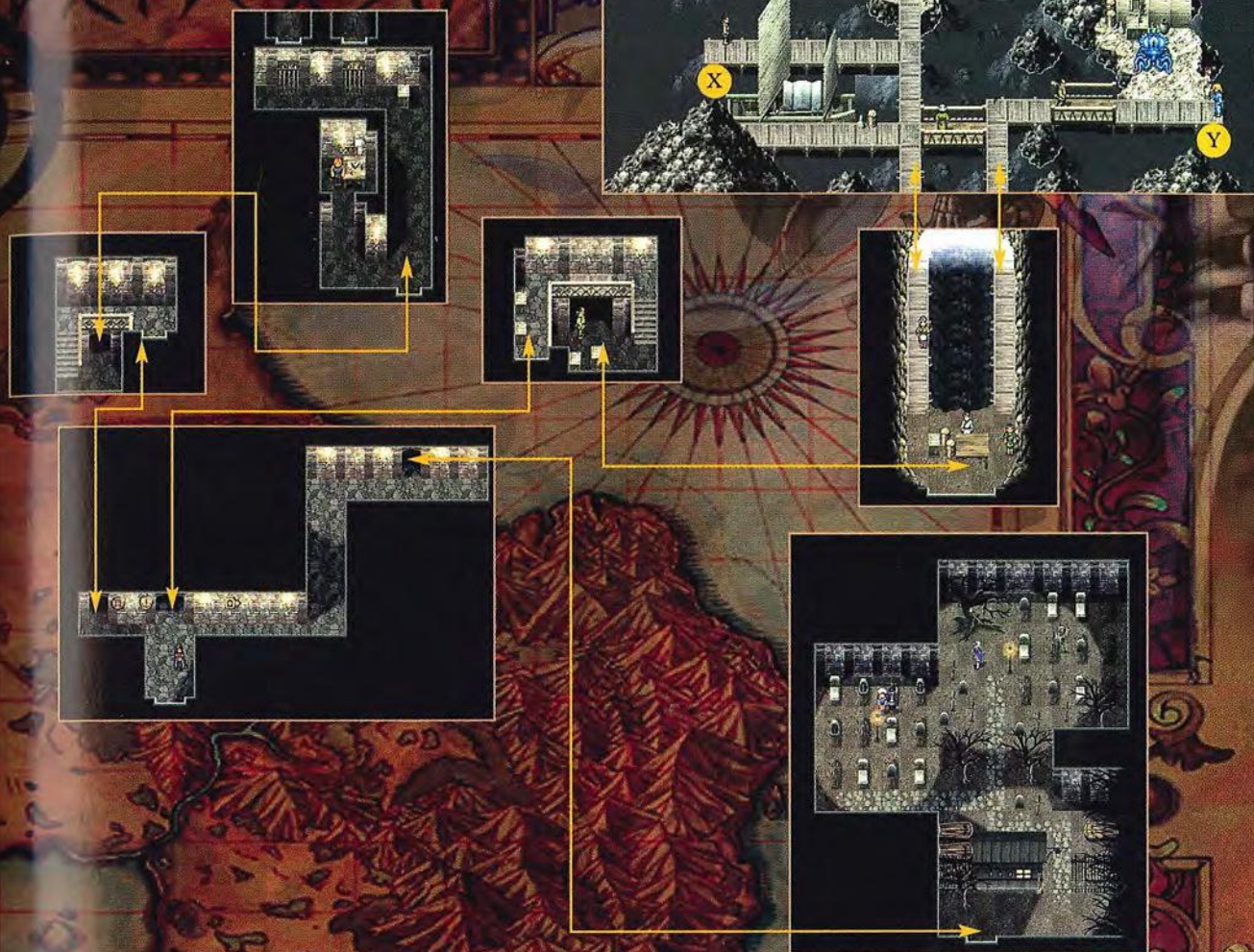
Main Wing (South)



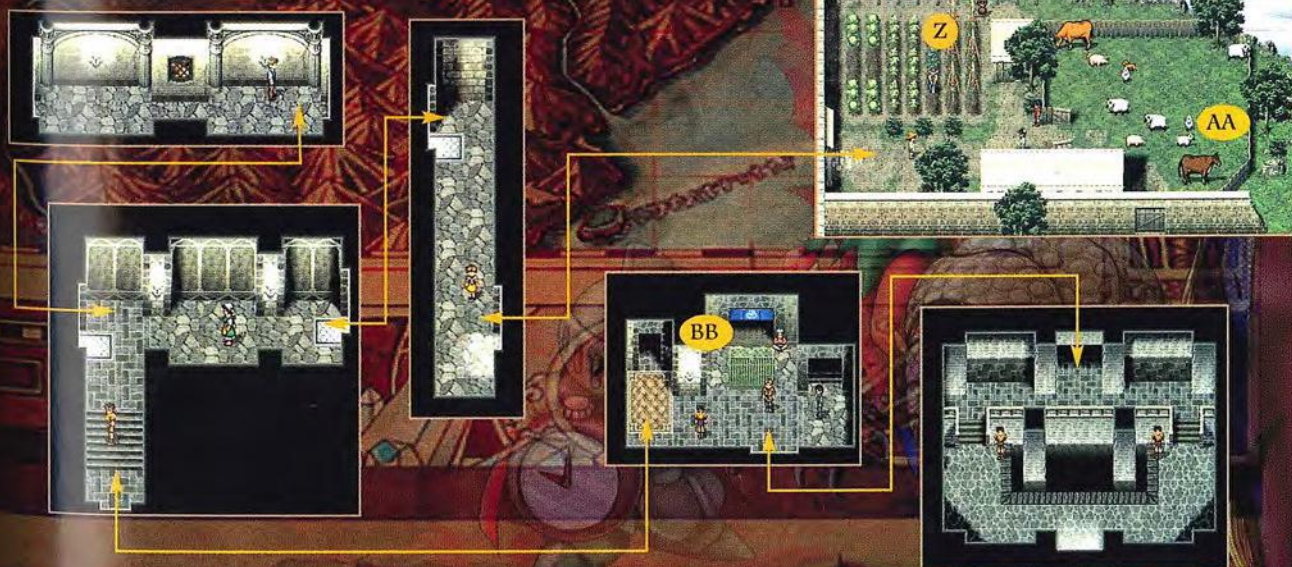
Main Wing (North)



Docks and Underground

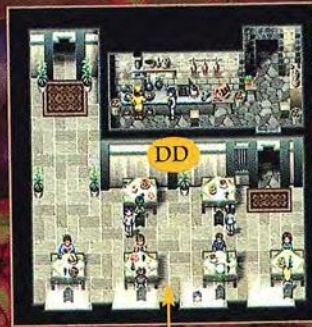


East Wing

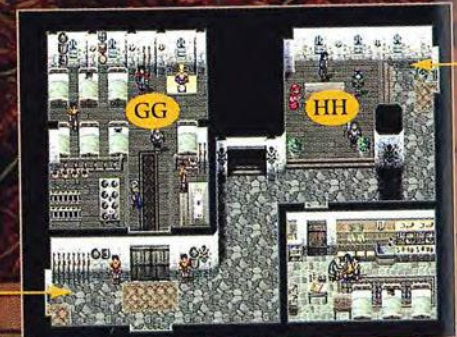
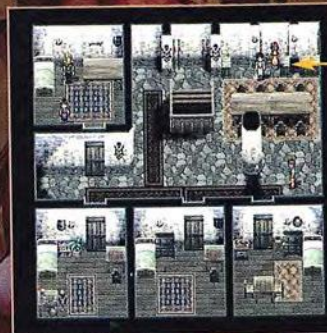
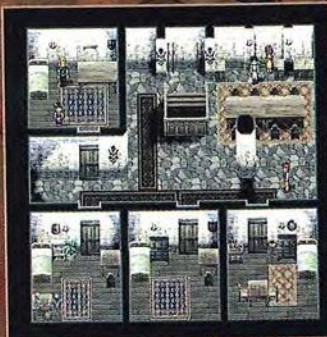


SUIKODEN II

East Wing (con't)



West Wing



Hero and Nanami's Room

A screenshot from the game 'Lebrante'. On the left, a portrait of a man with a beard and a turban. The main area shows a shop interior with stone walls, shelves of goods, and several characters. A text box at the bottom contains the following text:

Lebrante
"Welcome to my shop.
Lebrante never misses a thing."

A screenshot from the video game 'The Legend of Zelda: The Wind Waker'. On the left, a portrait of a blonde woman with a blue top is shown. To her right is a shop interior with wooden floors and walls. Several small, colorful characters are standing on the floor. In the background, there are shelves and a staircase. At the bottom, a text box contains the following text:

Name
 "Ah, welcome Lord Hero.
 Please take a look at my wares."

Tosca:
"This Golden Hammer is very rare.
With this, I can raise your
weapons to their maximum level."

Baurea:
"Welcome. Shall I show you how I
turn crystals into magic scrolls?"

A screenshot from the game 'Gordon's Emporium'. On the left, a character with a red cap and a mustache is shown in a close-up. To the right, a shop interface displays various items for sale, including a red cap, a blue shirt, and a red shirt. The shop is set against a background of a stone wall with a clock tower in the distance. The text 'Welcome to Gordon's Emporium! We have only the finest wares!' is visible at the bottom of the screen.

147

I. Cartographer



Follow Templeton from the ruins of the Mercenary Fortress to what used to be Toto Village and he'll present you with his helpful Suiko Map. Then he'll take up residence next to Emilia in

the library, where you can speak to him about any of the cities and towns in the Alliance-Highland area. His map provides an image of the town as well as information about the town's shops and services.

J. Warehouse



Barbara cheerfully follows the mercenaries from the ex-Mercenary Fort to Hero's Castle where she keeps the neatest warehouse in town. Talk Barbara whenever you need to deposit or withdraw

spare equipment or items. In addition, Barbara can sell items in storage for you as well as strip unused characters of their armor and equipment.

K. Party Management



Leona is a woman of many talents! She not only runs Hero Castle's tavern, but she is also responsible for managing your party's contents. Talk to her whenever you need to change your traveling party's construction.

L. Item Shop



Upstairs above the tavern, you'll find Alex and Hilda running an Item Shop and an inn. Alex sells the same wares that you've seen for sale in all of the Item Shops that you've visited so far.

M. Inn



Extending her services from the White Deer Inn, Hilda is glad to let you and your party rest and save your progress in one of her clean and comfortable rooms. All you have to do is ask!

N. Elevator



Once you manage to recruit Adlai from South Window, he'll grace your castle with one of his inventions. His elevator ferries you quickly from the top to the bottom of your castle with the greatest of ease.

O. Guardian Deity



To construct a Guardian Deity for your Headquarters you need two things: the sculptor Jude and a collection of plans. Scattered throughout the world of *Suikoden II* are 16 plans detailing the Head, Body, Legs, and Tail of a Dragon, Unicorn, Rabbit, and Turtle. You can combine any of the parts to create your own unique statue or just play it straight. The first (and only the first!) statue you build, however, will bestow a special gift on you. Some of the more rare items you can receive (and the combinations you need to get them) are listed on the next page.

Head	Body	Legs	Tail	Item
D4	D3	D1	D2	Dragon Incense
D4	U3	D1	U2	Rage Rune
D4	U3	U1	U2	Skunk Rune
D4	U3	T1	U2	Firefly Rune
D4	T3	D1	T2	Gold Bar/Gold Bar
D4	T3	R1	U2	Wall Rune
D4	R3	D1	R2	Dragon Incense/Fortune Rune
U4	D3	T1	T2	Landscape Painting
U4	D3	T1	R2	Rubber Duck
U4	U3	T1	U2	Hunter Rune
U4	T3	U1	U2	Thunder Rune
U4	T3	U1	T2	Flowing Rune
U4	T3	T1	T2	Goddess Statue
U4	R3	R1	R2	Fortune Rune
T4	D3	D1	D2	Silver Armor
T4	D3	U1	U2	Technique Rune
T4	D3	T1	D2	Whirlwind Armor
T4	D3	T1	U2	Silence Rune
T4	U3	U1	R2	Boulder Set/Toy Boat
T4	U3	T1	U2	Mother Earth Rune
T4	U3	R1	D2	Dream Robe
T4	T3	D1	T2	Prosperity Rune
T4	T3	T1	D2	Mother Earth Rune
T4	R3	D1	D2	Robe of Mist
T4	R3	T1	U2	Dryad Rune
T4	R3	T1	R2	Cyclone Rune
R4	U3	R1	U2	Phero Rune
R4	T3	T1	T2	Fine Bone China
R4	T3	R1	T2	Prosperity Rune/Fortune Rune
R4	R3	R1	D2	Chaos Shield

The abbreviations are as follows: D = Dragon, U = Unicorn, T = Turtle, R = Rabbit. The numbers refer to the plan number, e.g., D4 refers to Dragon Plan 4.

P. Stone Tablets of Promise



Tenkai Star	Tensou Star
Bero	Ridley
Tenkai Star	Tenkai Star
Shu	Luc
Tensou Star	Tensou Star
Rumpley	Hauser
Tensou Star	Tenkai Star
Kiba	Pomera
Tenkai Star	Tenkai Star
Sierd	Teresa
Tenkai Star	Tenkai Star
Nina	Feather
Tenkai Star	Tensou Star
Viktor	Tomo

To celebrate the founding of the New Alliance Army Headquarters, Leknaat sends you the Stone Tablets of Promise and her apprentice, Luc. These tablets chart your progress in recruiting the 108 Stars of Destiny. To read them, merely speak to Luc.

Q. Teleporter



"Shazam!" while failures rate an "Oops." Between her talents and the Blinking Mirror you receive in Gregminster, you can travel to any location that's sympathetic to your cause in the blink of an eye.

Viki may be a bit of a ditz, but she's the only user of Blinking Magic you've got. Speak to her whenever you need to be teleported to another location. Successful trips are punctuated with a

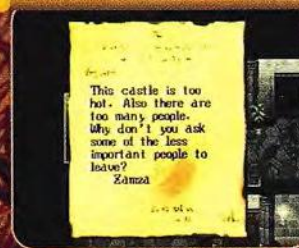
R. Journeyman's Crystal



unfortunate event that you die in battle.

Outside of the Main Hall is a Journeyman's Crystal so that you can save your game before heading into the next campaign. Be sure to use this often so that you won't have to replay too much in the

S. Suggestion Box



Next to the elevator on the second floor is a Suggestion Box where your allies can register their complaints and compliments. The letters left there are pretty amusing, so be sure to empty the box regularly.

T. Troop Management



In the same manner that Leona helps you organize your traveling party, Apple helps you out with your army troops. Although the default order of the troops is adequate for the first few major battles, you may find that some rearranging is necessary in later ones. With Apple's help you can create troops that have super high Attack levels or super high Defense levels. You can move all of your magic users to one troop or spread them out over several units. Be sure to check out the unassigned soldiers because some of them have unique skills that may help you win the next battle faster and easier!

Next to the elevator on the second floor is a Suggestion Box where your allies can register their complaints and compliments. The letters left there are pretty amusing, so be sure to empty the box regularly.

U. Bronze Statue



Once your Castle reaches Level 4, you'll find a new statue on the 4th Floor Terrace. This statue commemorates the character who's been the most active in all of the battles in the game so far.

V. Window Settings



Give all of the Window Sets that you've collected to Tenkou and he'll allow you to change your window settings. You can alter the color of the windows as well as their shape. The more

Window Sets you have, the greater your selection.

W. Sound Settings



Connell is the proud phonologist responsible for managing the game's sound system. Speak with him whenever you want to change the sound effects for the game's menu operations. Each

Doremi Elf has its own set of sounds, and the number of elves grows as you find and present Connell with more Sound Sets.

X. Boat



On the left side of the docks you'll find the castle's boat. Walk up to it and you'll be given the opportunity to board.

Y. Fishing Game



On the right side of the docks, you'll find Yam Koo, the main fisherman of the Castle. Speak to him about playing the Fishing Game. For 100P you have the opportunity to catch fish for the restaurant or profit. Cast, and when the tension bar appears on the right side of the screen, reel the fish in by pressing **X** quickly or slowly enough to keep the bar within the center of the sliding gauge. The bar at the top of the screen indicates how close you are to reeling the fish in. The following table lists the average value for each type of fish. Only Salmon, Shrimp, Shellfish, and Whitefish are used in the restaurant.

Salmon (4,500P)
Shrimp (1,200P)
Blowfish (900P)
Shellfish (600P)
Rockfish (300P)
Whitefish (200P)
Squid (50P)
Boat (10P)

Z. Garden/Whack-A-Mole Game



Recruiting Tony enables you to start growing the vegetables needed for your restaurant. Collect seedlings and seeds for Tomatoes, Cabbage, Potatoes, and Spinach on your journey and bring them to Tony to cultivate. Tony is also in charge of the Whack-A-Mole game. Clear four different levels of play and you can win a complete outfit of Mole armor.

AA. Ranch



Once you've recruited Hix and Tengaar, a young shepherdess named Yuzu will appear in Kobold Village. Help her round up her sheep and she'll bring them all to your castle. After

you recruit her, you'll find livestock popping up all over the place. Buy it or capture it and then bring it back to Yuzu to raise. This little ranch supplies the restaurant's Poultry, Lamb, Pork, and Beef needs.

BB. Baths



Tetsu in Lakewest is a renowned builder of Baths.

Recruit him and he'll build one in your castle. When you take a bath of reasonable length, your characters will become Toasty. There are also special bathtub toys that you can bring into the baths, as well as special things that occur when you leave artwork and other curios around. Check the Secrets section for more details!

CC. Climbing Game



Through the gates opposite the restaurant (where Yoshino can often be found washing everyone's laundry) is another of the castle's games. Talk to the man straight ahead to play the Climbing game. There are three Leagues you can register yourself in, each with it's own admission fee and set of prizes. To win you must be the first climber to successfully make it to the top of the cliff. On the way up, you can choose to climb/roll the dice or set a marker. If you roll a one, you fall all the way down to the bottom or to your last marker. The prizes are randomly chosen from the following list:

1,000P League

First Place
Rose Bouquet
Cup of Promise
Sun Patch
Wide Urn
Karate Uniform

Second Place
Blow of Anger Card x2
Gauntlet
Teriyaki x7
National Outfit

Third Place
Medicine x5
Hex Doll
Wooden Shoes

5,000P League

First Place
Leisure Set
Secret Writings
Invincible Smile
Ninja Suit
Blue Dragon Urn
Silver Shield

Second Place
Lubricating Oil
Stone of Power
Magic Stone
Boulder Set
Deer Antler

Third Place
Medicine x8
Failure Urn
Boots

10,000P League

First Place
Turtle Plans 4
Dog Whistle
Millet Dumpling
Taikioku Wear
Goldlet
Gold Bar
Celadon Urn

Second Place
Sexy Wink
Silverlet
Kite Shield
Ninja Suit

Third Place
Sunglasses
Mega Medicine x3
Graffiti
Mantle

DD. Restaurant/Cooking Game



Hai Yo's restaurant serves two purposes. It is the home of the Cooking Game, detailed later in this chapter, and it is also just a restaurant. Gather recipes (40 in all), ingredients, and the five seasonings, then talk to Hai Yo about creating your own menu and purchasing food, or just to find out how much money the restaurant has brought in. To create a menu, first choose a recipe (your supply of home-grown ingredients dictates which recipes you can use at any given time). Then you are given the opportunity to alter the recipe by adding a seasoning like Salt, Soy Sauce, Mayonnaise, etc. From each recipe, up to six different dishes can be made. As you set your menu, remember to choose items that are not only delicious, but also have decent healing properties. You can purchase menu items in place of the more conventional recovery items.

EE. Singers



Annalee, Albert, and Pico wait patiently backstage for their turn to perform. Talk to them and they'll be happy to play any of the Background Music found in the game.

FF. Dance Game



Karen's Dance game continues once she moves to the castle. The rules remain the same, but the prizes now are a collection of Karen Statues and Portraits. The winning moves are as follows:

Stage One: ▲ ■ ● × ▲ × ● ■
 Stage Two: ▲ ■ ● × ▲ × ● ■ ▲ ■ ● × ▲ × ● ■
 Stage Three: ● ■ ▲ ▲ ■ × ● × ● ■ ▲ ▲ ■ × ●
 × ● ■ ▲ ▲ ■ × ● ×
 Stages Four and Five: Randomly generate sequences.
 Also use [L1] and [R3] buttons.

GG. Chinchirorin



Shilo has set up shop in one of the barracks in the West Wing. Talk to him whenever you feel the desire to play Chinchirorin.

HH. Informer



For a small fee, Richmond will search out information on how to recruit certain characters and also tell you their secrets. He is a bit slow, but the information he finds will certainly help you out in a jam if you can't seem to figure out what it takes to get someone on your side!

II. Taki



Everyone's favorite grandma, Taki, stands right next to Richmond and dispenses advice and good cheer for free!

The Cooking Mini-Game

The Cooking Mini-Game is one of the highlights of *Suikoden II*. After you recruit Hai Yo, you'll undoubtedly get caught up in a series of battles against rival chefs, especially if you plan to visit the restaurant at all.

Each battle in the game starts out the same way. You enter the restaurant and find Hai Yo in the midst of a confrontation of some kind. Each confrontation ends with the proposal of a Cooking Contest between Hai Yo and the rival chef. Hai Yo looks to you for permission and you have the option of approving or delaying the battle until the next time you enter the restaurant.



Barbara's been poisoned and it's up to Hai Yo to win the antidote!

If you choose to approve the battle, you take on the role of Hai Yo's sous chef. After the judges are announced and their food preferences described, choose an Appetizer, Main Course, and Dessert from the recipes that you've collected. During a battle, you do not need to worry about ingredient quantities and you are given all five seasonings to use. The secret to winning is twofold: first you must choose dishes that have a high "Deliciousness Rating" and second, you

must remember that this game was written with the Japanese palate in mind. In other words, if you choose to serve familiar American dishes, you will likely lose against the challenger. Instead, experiment with the more unfamiliar dishes. If you're at a loss of what to choose here are a few suggestions:

Appetizer: Meat Salad and Tomato Salad
Main Course: Pepper Steak and Tom Yum Soup
Dessert: Raw Tomato



Choose your menu wisely.

Once you've entered your selections, the battle begins. On the left side of the screen you'll see two gauges. The one on the left measures

cooking time while the one on the right measures the state of your preparation. Press X as fast as possible so that you finish your dishes before the time runs out.

Press X to speed up your preparation time.

Next, the dishes you prepare are presented to the judges to taste and rate from one to five. Each course is judged and at the end the scores are tallied and the winner is announced.



A perfect score!



Hai Yo wins!

If you win, the challenger presents you with a new recipe, but if you lose, you'll have to forfeit one of your own.



You win the Sushi Recipe!

If you've loaded Save Data from the first Suikoden, you can obtain a special recipe from Gremio.



The Recipes

The following table gives you all of the necessary information about the recipes and the dishes they make.

DR: Deliciousness Rating. The higher this number, the more likely it is that people will buy it and give it good scores.

TYPE: There are four types of dishes: A = Appetizer, M = Main Course, D = Dessert, S = Surprise. Use these determinations when choosing dishes for the Cooking Contest.

EFFECT: What happens when you eat this item. Surprise dishes are used as weapons, not food.

#: The number of pieces you receive when you buy a particular dish.

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 1: Tamago-Yaki	Chicken-1	None	25	M	Heals 80HP	6	60P
Sweet Omelet	Chicken-1	Sugar	30	D	Heals 80HP	6	60P
Adult Tamago-Yaki	Chicken-1	Salt	20	M	Heals 100HP	6	60P
Fried Egg	Chicken-1	Soy Sauce	25	A	Heals 70HP	6	40P
Egg Mayo Roll	Chicken-1	Mayonnaise	15	M	Heals 60HP	8	60P
Eggsplosive	Chicken-1	Red Pepper	10	S	Same as Flaming Arrows Scroll; does 60HP of damage to all enemies	2	300P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 2: Tomato Soup	Tomato-1	None	20	A	Heals 60HP and cures Poison	6	150P
Tomato Juice	Tomato-1	Sugar	25	A	Heals 60HP and cures Poison	6	150P
Raw Tomato	Tomato-1	Salt	15	D	Heals 80HP and cures Poison	4	150P
Tomato Miso Soup	Tomato-1	Soy Sauce	7	A	Same as Bolt of Fury Scroll; does 100HP of damage to one enemy	2	550P
Tomato Salad	Tomato-1	Mayonnaise	25	A	Heals 60HP and cures Poison	4	150P
Red Hot Tomatoes	Tomato-1	Red Pepper	10	M	Heals 50HP and cures Poison	6	100P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 3: O-hitashi	Spinach-1	None	15	A	Heals 120HP and cures Silence	4	120P
Spinach Cake	Spinach-1	Sugar	10	D	Heals 120HP and cures Silence	6	120P
Spinach Juice	Spinach-1	Salt	2	A	Heals 300HP and causes Poison	4	150P
Spinach Sauté	Spinach-1	Soy Sauce	30	M	Heals 100HP and cures Silence	4	150P
Spinach Salad	Spinach-1	Mayonnaise	14	A	Heals 130HP and cures Silence	4	120P
Spicy Stir Fry	Spinach-1	Red Pepper	20	M	Heals 100HP and cures Silence	4	120P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 4: Salad	Cabbage-1	None	20	A	Heals 100HP	6	80P
Sweet Salad	Cabbage-1	Sugar	5	A	Heals 200HP	6	80P
Pickled Cabbage	Cabbage-1	Salt	15	A	Heals 150HP	6	80P
Island Salad	Cabbage-1	Soy Sauce	30	A	Heals 100HP	6	90P
Green Salad	Cabbage-1	Mayonnaise	25	A	Heals 100HP	5	80P
Veggie Stir Fry	Cabbage-1	Red Pepper	25	M	Heals 90HP	6	90P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 5: Gyoza	Pork-1	None	20	M	Heals 150HP and cures Sleep	4	100P
Fruit Gyoza	Pork-1	Sugar	15	D	Heals 180HP and cures Sleep	4	100P
Steamed Gyoza	Pork-1	Salt	23	M	Heals 150HP and cures Sleep	4	120P
Fried Gyoza	Pork-1	Soy Sauce	26	M	Heals 150HP and cures Sleep	4	150P
Deep-Fried Gyoza	Pork-1	Mayonnaise	13	M	Heals 150HP and cures Sleep	6	100P
Szechuan Gyoza	Pork-1	Red Pepper	22	M	Heals 100HP and causes Berserk (30%)	4	100P

PRIMA'S OFFICIAL STRATEGY GUIDE

THE HEADQUARTERS SYSTEM AND MINI-GAMES

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 6: Chowder	Potato-1	None	17	M	Heals 200HP	4	120P
Potato Pudding	Potato-1	Sugar	6	D	Heals 300HP	4	80P
Vichyssoise	Potato-1	Salt	13	M	Heals 200HP	4	90P
Dark Chowder	Potato-1	Soy Sauce	4	S	Heals 300HP and causes Panic (30%)	4	120P
Egg Soup	Potato-1	Mayonnaise	27	M	Heals 200HP	4	180P
Gumbo	Potato-1	Red Pepper	8	S	Heals 200HP	7	1,300P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 7:	Lamb-1	None	22	M	Heals 300HP	9	250P
BBQ Pork Bun							
Sweet Red Bean	Lamb-1	Sugar	20	M	Heals 300HP	9	200P
Ginger Beef Bun	Lamb-1	Salt	14	M	Heals 500HP	9	250P
Ma Po Bun	Lamb-1	Soy Sauce	12	M	Heals 450HP	9	250P
Pirate's Bun	Lamb-1	Mayonnaise	19	M	Heals 400HP	9	250P
Pizza Bun	Lamb-1	Red Pepper	17	M	Heals 400HP	9	150P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 8:	Shellfish-1	None	25	M	Heals 200HP and cures Target	4	150P
Buttered Clams							
Clam Pudding	Shellfish-1	Sugar	23	M	Heals 200HP and cures Target	5	150P
Grilled Scallops	Shellfish-1	Salt	27	M	Heals 200HP and cures Target	4	150P
Steamed Shellfish	Shellfish-1	Soy Sauce	30	M	Heals 200HP and cures Target	4	190P
Clam Mayonnaise	Shellfish-1	Mayonnaise	22	M	Heals 200HP and cures Target	6	150P
Mai Mai??	Shellfish-1	Red Pepper	6	S	Heals 200HP and causes Berserk, Invincible, etc. (30%)	4	150P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 9: Fish Fry	Salmon-2	None	35	M	Heals 250HP and cures Bucket	4	170P
Fish Donuts	Salmon-2	Sugar	10	D	Heals 250HP and cures Bucket	7	170P
Deep-Fried Fish	Salmon-2	Salt	30	M	Heals 290HP and cures Bucket	4	170P
Tatsuta Age	Salmon-2	Soy Sauce	37	M	Heals 250HP and cures Bucket	4	190P
Fish Sticks	Salmon-2	Mayonnaise	32	M	Heals 250HP and cures Bucket	6	170P
Fried Tacos	Salmon-2	Red Pepper	28	M	Heals 250HP and causes Toasty (30%)	4	170P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 10: Ice Cream	Chicken-1	None	20	D	Heals 280HP	6	200P
Pudding	Chicken-1	Sugar	27	D	Heals 100HP and causes Hyper (30%)	6	200P
Nanami Ice	Chicken-1	Salt	2	D	Heals 100HP and causes Panic (30%)	6	200P
Soy Ice	Chicken-1	Soy Sauce	16	D	Heals 100HP and causes Toasty (30%)	6	200P
Fried Ice Cream	Chicken-1	Mayonnaise	22	D	Heals 100HP and causes Invincible (30%)	6	200P
Red Pepper Ice	Chicken-1	Red Pepper	10	D	Heals 250HP and causes Boost (30%)	6	200P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 11: Quiche	Chicken-2	None	33	M	Heals 280HP and cures Knockdown	5	250P
Pineapple Custard	Chicken-2	Sugar	18	M	Heals 350HP and cures Knockdown	7	250P
Japanese Egg Soup	Chicken-2	Salt	35	M	Heals 280HP and cures Knockdown	5	270P
Baked Mochi	Chicken-2	Soy Sauce	30	M	Heals 300HP and cures Knockdown	5	250P
Quiche Mayonnaise	Chicken-2	Mayonnaise	28	M	Heals 350HP and cures Knockdown	5	250P
Lasagna	Chicken-2	Red Pepper	36	M	Heals 280HP and cures Knockdown	4	250P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 12: Sandwich	Cabbage-1 /Pork-1	None	30	M	Heals 250HP and cures Unfriendly	4	160P
French Toast	Cabbage-1 /Pork-1	Sugar	32	M	Heals 250HP and cures Unfriendly	4	180P
Steak Sandwich	Cabbage-1 /Pork-1	Salt	29	M	Heals 250HP and cures Unfriendly	4	140P
Teriyaki Sandwich	Cabbage-1 /Pork-1	Soy Sauce	33	M	Heals 200HP and cures Unfriendly	4	160P
Veggie Sandwich	Cabbage-1 /Pork-1	Mayonnaise	25	M	Heals 250HP and cures Unfriendly	5	160P
Spicy Sandwich	Cabbage-1 /Pork-1	Red Pepper	28	M	Heals 270HP and cures Unfriendly	4	160P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 13: Meat Pie	Beef-1	None	20	M	Heals 300HP and cures Paralysis	4	170P
Cream Pie	Beef-1	Sugar	30	D	Heals 250HP and cures Paralysis	4	250P
Meringue Pie	Beef-1	Salt	15	S	Same as Clay Guardian Scroll; s increases the defense of one character 1.5 time	3	300P
Kobold Pie	Beef-1	Soy Sauce	5	S	Heals 300HP and causes Boost (30%)	4	160P
Mayonnaise Pie	Beef-1	Mayonnaise	12	M	Heals 300HP and heals all positive statuses	4	170P
Chili Pie	Beef-1	Red Pepper	18	M	Heals 300HP and cures Paralysis	5	170P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 14: Simmered Fish	Whitefish-1	None	23	M	Heals 350HP	6	250P
Sweet Simmered Fish	Whitefish-1	Sugar	26	M	Heals 350HP	6	270P
Snapper in Chi	Whitefish-1	Salt	25	M	Heals 350HP and causes Toasty (30%)	6	350P
Flounder Teriyaki	Whitefish-1	Soy Sauce	27	M	Heals 350HP	5	250P
Fish with Béarnaise	Whitefish-1	Mayonnaise	22	M	Heals 350HP	7	250P
Blackened Sole	Whitefish-1	Red Pepper	26	M	Heals 300HP and causes Berserk (30%)	4	250P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 15: Fried Fish Balls	Whitefish-2	None	37	M	Heals 300HP and cures Balloon	4	190P
Sweet and Sour	Whitefish-2	Sugar	39	M	Heals 300HP and cures Balloon	4	210P
Crab Cakes	Whitefish-2	Salt	45	M	Heals 250HP and cures Balloon	6	190P
Japanese Meatballs	Whitefish-2	Soy Sauce	35	M	Heals 300HP and cures Balloon	4	150P
Greasy Fish Balls	Whitefish-2	Mayonnaise	22	M	Heals 300HP and cures Balloon	6	190P
Fiery Fish Balls	Whitefish-2	Red Pepper	15	S	Same as Fire Wall Scroll; does 150HP of damage to one row of enemies	2	800P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 16: Sunomono	Shrimp-1	None	16	M	Heals 400HP and cures Rust	7	380P
Sweet Fish Sunomono	Shrimp-1	Sugar	18	M	Heals 400HP and cures Rust	7	420P
Nonpei Sunomono	Shrimp-1	Salt	19	M	Heals 400HP and cures Rust	6	420P
Gourmet Sunomono	Shrimp-1	Soy Sauce	22	M	Heals 400HP and cures Rust	5	420P
Weird Sunomono	Shrimp-1	Mayonnaise	14	M	Heals 700HP and causes Unfriendly	7	450P
Cajun Sunomono	Shrimp-1	Red Pepper	13	M	Heals 400HP and causes Berserk (30%)	7	380P

PRIMA'S OFFICIAL STRATEGY GUIDE

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 17: Cake	Chicken-2	None	30	D	Heals 450HP	6	370P
Shortcake	Chicken-2	Sugar	35	D	Heals 450HP	6	370P
Nanami Cake	Chicken-2	Salt	1	S	Heals 350HP and causes Panic (60%)	5	300P
Black Cake	Chicken-2	Soy Sauce	7	S	Heals 300HP and causes Hyper (60%)	5	300P
Cheesecake	Chicken-2	Mayonnaise	37	D	Heals 450HP	6	450P
Fire Cake	Chicken-2	Red Pepper	20	D	Heals 350HP	8	280P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 18: Croquettes	Potato-2	None	35	M	Heals 500HP	4	350P
Sweet Croquettes	Potato-2	Sugar	30	M	Heals 500HP	4	350P
Ellie Croquettes	Potato-2	Salt	5	M	Heals 700HP and causes Poison	4	150P
Black Croquettes	Potato-2	Soy Sauce	25	S	Heals 500HP	4	350P
Cream Croquettes	Potato-2	Mayonnaise	40	M	Heals 500HP	4	350P
Landmine Croquettes	Potato-2	Red Pepper	20	S	Heals 500HP	4	350P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 19: Pasta	Tomato-1/ Salmon-1	None	40	M	Heals 500HP and cures Poison	4	450P
Kiddie Pasta	Tomato-1/ Salmon-1	Sugar	30	M	Heals 500HP and cures all negative Statuses (60%)	4	450P
Pasta Parmesan	Tomato-1/ Salmon-1	Salt	45	M	Heals 500HP and cures Poison	3	450P
Spaghetti ala	Tomato-1/ Salmon-1	Soy Sauce	35	M	Heals 500HP and cures Poison	5	450P
Pasta Salad	Tomato-1/ Salmon-1	Mayonnaise	42	M	Heals 500HP and cures Poison	4	470P
Chili Pasta	Tomato-1/ Salmon-1	Red Pepper	33	M	Heals 500HP and cures all positive Statuses	4	450P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 20: Tempura	Shellfish-1/ Shrimp-1	None	45	M	Heals 400HP	5	400P
Snack Tempura	Shellfish-1/ Shrimp-1	Sugar	20	M	Heals 400HP	7	400P
Traditional Tempura	Shellfish-1/ Shrimp-1	Salt	55	M	Heals 400HP	5	700P
Tempura Rice Balls	Shellfish-1/ Shrimp-1	Soy Sauce	47	M	Heals 350HP	5	400P
Surprising Tempura	Shellfish-1/ Shrimp-1	Mayonnaise	35	S	Heals 400HP	7	500P
Spicy Tempura	Shellfish-1/ Shrimp-1	Red Pepper	44	M	Heals 400HP	5	380P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 21: Grilled Fish	Whitefish-2	None	42	M	Heals 500HP	5	500P
Broiled Eel	Whitefish-2	Sugar	47	M	Heals 500HP	5	600P
Salted Fish	Whitefish-2	Salt	45	M	Heals 500HP and causes Panic (30%)	5	500P
Dried Grilled Fish	Whitefish-2	Soy Sauce	46	M	Heals 500HP	5	520P
Salmon Meunière	Whitefish-2	Mayonnaise	35	M	Heals 500HP and causes Hyper (30%)	5	500P
Grilled Red Fish	Whitefish-2	Red Pepper	40	M	Heals 500HP	6	500P

SUIKODEN II

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 22: Gratin	Spinach-2	None	38	M	Heals 600HP	4	520P
Apple Gratin	Spinach-2	Sugar	15	M	Heals 600HP and cures all negative Statuses (30%)	4	500P
Salty Gratin	Spinach-2	Salt	13	M	Heals 600HP and causes Silence	8	400P
Crispy Gratin	Spinach-2	Soy Sauce	36	M	Heals 600HP	4	520P
Creamy Gratin	Spinach-2	Mayonnaise	47	M	Heals 600HP	4	520P
Chili Gratin	Spinach-2	Red Pepper	36	M	Heals 600HP	4	520P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 23: Rice Omelet	Chicken-1/ Pork-1	None	40	M	Heals 400HP	6	550P
Kid's Lunch	Chicken-1/ Pork-1	Sugar	35	M	Heals 400HP	7	550P
Salty Rice Omelet	Chicken-1/ Pork-1	Salt	27	M	Heals 500HP	6	550P
Soy Rice Omelet	Chicken-1/ Pork-1	Soy Sauce	36	S	Heals 400HP	7	600P
Mayo Rice Omelet	Chicken-1/ Pork-1	Mayonnaise	20	M	Heals 500HP and causes Unfriendly	9	560P
Red Pepper Rice Omelet	Chicken-1/ Pork-1	Red Pepper	32	M	Heals 400HP	6	450P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 24: Fried Rice	Chicken-1/ Shrimp-1	None	45	M	Heals 500HP	6	600P
Sweet Shrimp Pilaf	Chicken-1/ Shrimp-1	Sugar	47	M	Heals 500HP	6	630P
Salty Fried Rice	Chicken-1/ Shrimp-1	Salt	15	M	Heals 500HP	6	200P
Gunpowder Rice	Chicken-1/ Shrimp-1	Soy Sauce	49	M	Heals 500HP	5	600P
Heavy Pilaf	Chicken-1/ Shrimp-1	Mayonnaise	47	M	Heals 500HP	6	630P
Spicy Pilaf	Chicken-1/ Shrimp-1	Red Pepper	46	M	Heals 500HP	6	620P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 25: Pizza	Tomato-1/ Shellfish-1	None	42	M	Heals 600HP	5	580P
Pancakes	Tomato-1/ Shellfish-1	Sugar	38	D	Heals 600HP	7	500P
Anchovy Pizza	Tomato-1/1 Shellfish-1	Salt	43	M	Heals 600HP and causes Berserk (30%)	5	580P
Senbei	Tomato-1/ Shellfish-1	Soy Sauce	40	D	Heals 600HP	6	450P
Okonomiyaki	Tomato-1/ Shellfish-1	Mayonnaise	46	M	Heals 600HP	5	650P
Spicy Pizza	Tomato-1/ Shellfish-1	Red Pepper	34	M	Heals 600HP and causes Boost (30%)	5	580P

PRIMA'S OFFICIAL STRATEGY GUIDE

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 26: Teriyaki	Lamb-2	None	46	M	Heals 400HP	7	900P
Sweet Teriyaki	Lamb-2	Sugar	52	M	Heals 400HP	6	950P
Chinese Spareribs	Lamb-2	Salt	56	M	Heals 400HP	6	1,000P
Mild Teriyaki	Lamb-2	Soy Sauce	45	M	Heals 400HP	7	850P
Teriyaki Mayonnaise	Lamb-2	Mayonnaise	35	M	Heals 400HP	8	800P
BBQ Bomb	Lamb-2	Red Pepper	37	M	Same as Dancing Flames Scroll; does 300HP of damage to all enemies	2	900P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 27: Tonkatsu	Pork-3	None	48	M	Heals 600HP	4	750P
Meat and Potatoes	Pork-3	Sugar	45	M	Heals 600HP	5	750P
Ginger Pork	Pork-3	Salt	52	M	Heals 570HP	4	780P
Soy Sauce Cutlet	Pork-3	Soy Sauce	49	M	Heals 570HP	4	750P
Mayonnaise Cutlet	Pork-3	Mayonnaise	40	M	Heals 600HP and causes Invincible (60%)	4	700P
Spicy Cutlet	Pork-3	Red Pepper	46	M	Heals 600HP	4	700P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 28: Curry Rice	Potato-1/Pork-2	None	50	M	Heals 650HP	4	800P
Kiddie Curry	Potato-1/Pork-2	Sugar	48	M	Heals 400HP	4	800P
Salty Curry	Potato-1/Pork-2	Salt	35	M	Heals 620HP	6	300P
Japanese Curry	Potato-1/Pork-2	Soy Sauce	48	M	Heals 650HP	4	750P
Creamy Curry	Potato-1/Pork-2	Mayonnaise	46	M	Heals 700HP and causes Invincible (60%)	4	800P
Red Curry	Potato-1/Pork-2	Red Pepper	57	M	Red Curry Magic causes damage to all enemies (the strength depends upon the User's level)	2	1,500P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 29: Grilled Beef	Cabbage-1/Beef-2	None	52	M	Heals 700HP	3	800P
Sukiyaki	Cabbage-1/Beef-2	Sugar	50	M	Heals 750HP	3	800P
Grilled Tongue	Cabbage-1/Beef-2	Salt	51	M	Heals 700HP	3	750P
Beef Rice Bowl	Cabbage-1/Beef-2	Soy Sauce	47	M	Heals 700HP	3	700P
Meat Salad	Cabbage-1/Beef-2	Mayonnaise	36	D	Heals 700HP	4	700P
Chige Nabe	Cabbage-1/Beef-2	Red Pepper	54	M	Heals 700HP	3	850P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 30: Ramen	Pork-1/Shrimp-1	None	47	M	Heals 500HP and cures Sleep	4	850P
Cold Sesame Noodles	Pork-1/Shrimp-1	Sugar	45	M	Heals 500HP and cures Silence	4	850P
Salty Ramen	Pork-1/Shrimp-1	Salt	49	M	Heals 500HP and cures Poison	4	850P
Soy Sauce Ramen	Pork-1/Shrimp-1	Soy Sauce	52	M	Heals 500HP and cures all negative statuses	4	850P
Gourmet Ramen	Pork-1/Shrimp-1	Mayonnaise	48	M	Heals 500HP and cures Unfriendly	4	850P
Red Hot Ramen	Pork-1/Shrimp-1	Red Pepper	51	M	Heals 500HP and cures all positive statuses	4	850P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 31: Hamburger	Beef-1/Pork-1	None	40	M	Heals 450HP	6	900P
Sugar-Cured Meat	Beef-1/Pork-1	Sugar	25	M	Heals 450HP and causes Hyper (60%)	6	800P
Kobold Burger	Beef-1/Pork-1	Salt	10	S	Heals 450HP and causes Boost (60%)	8	900P
Japanese Hamburger	Beef-1/Pork-1	Soy Sauce	45	M	Heals 450HP	6	950P
Tinto-Style Burger	Beef-1/Pork-1	Mayonnaise	47	M	Heals 450HP	5	950P
Surprise Burger	Beef-1/Pork-1	Red Pepper	42	S	Heals 450HP	5	900P

SUIKODEN II

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 32: Obento	Tomato-1/Shrimp-1	None	40	M	Heals 650HP	4	700P
Lady's Lunch	Tomato-1/Shrimp-1	Sugar	36	M	Heals 700HP	4	700P
Rising Sun Bento	Tomato-1/Shrimp-1	Salt	28	M	Heals 450HP	5	700P
Sashimi Bento	Tomato-1/Shrimp-1	Soy Sauce	20	M	Heals 650HP	4	400P
Diet Lunch	Tomato-1/Shrimp-1	Mayonnaise	27	M	Heals 650HP	5	500P
Chili Shrimp Bento	Tomato-1/Shrimp-1	Red Pepper	45	M	Heals 650HP	6	800P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 33: Sushi	Whitefish-1/ Shellfish-1/Salmon-1	None	60	M	Heals 600HP	5	900P
Chirashi-Zushi	Whitefish-1/ Shellfish-1/Salmon-1	Sugar	62	M	Heals 600HP	5	950P
Salty Rice Balls	Whitefish-1/ Shellfish-1/Salmon-1	Salt	65	M	Heals 650HP	5	1,300P
Fancy Rice Balls	Whitefish-1/ Shellfish-1/Salmon-1	Soy Sauce	72	M	Heals 700HP	5	1,800P
French Roll	Whitefish-1/ Shellfish-1/Salmon-1	Mayonnaise	55	M	Heals 600HP and cures Balloon	5	900P
Red-Hot Rice Balls	Whitefish-1/ Shellfish-1/Salmon-1	Red Pepper	63	M	Heals 600HP	5	950P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 34: Japanese Stew	Spinach-1/Beef-1/ Shellfish-1	None	65	M	Heals 550HP	6	1,000P
Annindoufu	Spinach-1/Beef-1/ Shellfish-1	Sugar	57	D	Heals 580HP	6	1,000P
Chanko	Spinach-1/Beef-1/ Shellfish-1	Salt	72	M	Heals 620HP	3	1,100P
Shabu Shabu	Spinach-1/Beef-1/ Shellfish-1	Soy Sauce	82	M	Heals 600HP	6	1,000P
Yaminabe	Spinach-1/Beef-1/ Shellfish-1	Mayonnaise	40	M	Heals 550HP and causes Berserk, Invincible, etc. (30%)	6	1,000P
Motsu nabe	Spinach-1/Beef-1/	Red Pepper	78	M	Heals 450HP	6	1,000P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 35: Full Course	Tomato-1/Beef-1/ Chicken-1/Salmon-2	None	70	M	Heals 650HP	5	1,000P
Elf Course	Tomato-1/Beef-1/ Chicken-1/Salmon-2	Sugar	85	M	Heals 650HP and causes Hyper (30%)	4	1,000P
Kobold Course	Tomato-1/Beef-1/ Chicken-1/Salmon-2	Salt	25	S	Heals 650HP and causes Boost (60%)	7	1,000P
Rokkaku Course	Tomato-1/Beef-1/ Chicken-1/Salmon-2	Soy Sauce	89	M	Heals 650HP	5	1,200P
Matilda Course	Tomato-1/Beef-1/ Chicken-1/Salmon-2	Mayonnaise	75	M	Heals 650HP and causes Toasty (30%)	4	1,000P
Tinto Specialty	Tomato-1/Beef-1/ Chicken-1/Salmon-2	Red Pepper	68	M	Heals 650HP and causes Berserk (60%)	5	900P

PRIMA'S OFFICIAL STRATEGY GUIDE

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 36: Ghengis Khan	Lamb-4	None	65	M	Heals 500HP	8	1,500P
Fa Chu Chin	Lamb-4	Sugar	75	M	Heals 500HP	8	1,600P
Coopa	Lamb-4	Salt	82	M	Heals 500HP	9	2,000P
Ghengis Stew	Lamb-4	Soy Sauce	58	M	Heals 500HP	9	1,300P
Cream Stew	Lamb-4	Mayonnaise	63	M	Heals 500HP	8	1,300P
Tom Yum Soup	Lamb-4	Red Pepper	77	M	Heals 500HP	8	1,600P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 37: Steak	Potato-1/Beef-3	None	70	M	Heals 950HP	3	1,300P
Sweet Steak	Potato-1/Beef-3	Sugar	55	M	Heals 950HP and causes Unfriendly	5	1,700P
Beefsteak	Potato-1/Beef-3	Salt	72	M	Heals 950HP	3	1,400P
Japanese Steak	Potato-1/Beef-3	Soy Sauce	68	M	Heals 950HP	3	1,100P
Piccata	Potato-1/Beef-3	Mayonnaise	75	M	Heals 900HP	3	1,400P
Pepper Steak	Potato-1/Beef-3	Red Pepper	78	M	Heals 850HP	3	1,400P

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 38: Sashimi Combo	Whitefish-1/Shellfish-1/None	None	75	M	Heals 650HP	4	1,500P
Queen of the Sea	Shrimp-1/Salmon-1						
	Whitefish-1/Shellfish-1/Sugar		68	M	Heals 700HP and cures all positive statuses	6	6,000P
	Shrimp-1/Salmon-1						
Sea Treasure	Whitefish-1/Shellfish-1/Salt		73	M	Heals 690HP	4	1,500P
	Shrimp-1/Salmon-1						
Ship Combo	Whitefish-1/Shellfish-1/Soy Sauce		84	M	Heals 450HP and cures Unconscious (30%)	4	2,000P
	Shrimp-1/Salmon-1						
Sashimi Salad	Whitefish-1/Shellfish-1/Mayonnaise		67	A	Heals 700HP	4	1,500P
	Shrimp-1/Salmon-1						
Spicy Sashimi	Whitefish-1/Shellfish-1/Red Pepper		74	M	Heals 650HP and causes Toasty (30%)	4	1,400P
	Shrimp-1/Salmon-1						

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 39: Special Stew	Potato-1/Chicken-1/Pork-1/Shrimp-2	None	75	M	Heals 750HP	4	1,700P
Sweet Syrup	Potato-1/Chicken-1/Pork-1/Shrimp-2	Sugar	60	D	Heals 750HP and causes Hyper (30%)	4	1,700P
Adult Stew	Potato-1/Chicken-1/Pork-1/Shrimp-2	Salt	77	M	Heals 760HP	4	1,800P
Japanese Clear Soup	Potato-1/Chicken-1/Pork-1/Shrimp-2	Soy Sauce	68	M	Heals 750HP	6	1,600P
Mellow Stew	Potato-1/Chicken-1/Pork-1/Shrimp-2	Mayonnaise	83	M	Heals 750HP and cures Unconscious (60%)(Restores 1/3 HP)	4	3,500P
Spicy Stew	Potato-1/Chicken-1/Pork-1/Shrimp-2	Red Pepper	76	M	Heals 750HP	4	1750P

SUIKODEN II

Recipe Name	Ingredients	Seasoning	DR	Type	Effects	#	Cost
Recipe 40: Kaiseki Dinner	Tomato-3/Beef-2/ Pork-2/Shrimp-3	None	80	M	Heals 900HP	4	2,000P
Candy House	Tomato-3/Beef-2/ Pork-2/Shrimp-3	Sugar	78	D	Heals 900HP and cures Silence	4	2,000P
Salt House	Tomato-3/Beef-2/ Pork-2/Shrimp-3	Salt	66	S	Heals 900HP and causes Boost (60%)	4	2,000P
Complete Kaiseki	Tomato-3/Beef-2/ Pork-2/Shrimp-3	Soy Sauce	88	M	Heals 950HP	3	2,200P
Special Salad	Tomato-3/Beef-2/ Pork-2/Shrimp-3	Mayonnaise	70	A	Heals 900HP	6	2,500P
Flaming Sea Special	Tomato-3/Beef-2/ Pork-2/Shrimp-3	Red Pepper	57	S	Cures Unconscious (restores 1/3 HP)	2	10,000P

The Trading Game

There's money to be made in trading goods between the different Trade Centers in the game and here's a table to help you make some of the best deals!

Item	Average	Low	Middle	High
Sugar	300P	150P: Forest Village	350P: Kobold Village	550P: Highway Village
Salt	500P	270P: South Window	550P: Forest Village	700P: Rokkaku Town
Soy Sauce	700P	300P: Rokkaku Town	680P: Headquarters	850P: Gregminster
Mayonnaise	2,000P	400P: South Window	1,500P: Kobold Village	2,200P: Highway Village
Red Pepper	1,500P	1,200P: Crom Village	2,350P: Gregminster	3,200P: Rockaxe City
Fur	800P	350P: Headquarters	400P: Forest Village	800P: South Window
Musk	7,000P	4,500P: Highway Village	7,000P: Rokkaku Town	8,500P: Crom Village
Pearl	20,000P	18,000P: Rokkaku	24,000P: Gregminster	35,000P: Rockaxe City
Ancient Text	25,000P	700P: Kobold Village	22,000P: Gregminster	35,000P: Forest Village
Gold Bar	30,000P	17,000P: Rokkaku	30,000P: Crom Village	40,000P: Highway Village
Wooden Amulet	600P	350P: Kobold Village	700P: South Window	850P: Crom Village
Holly Berry	900P	550P: Forest Village	900P: Crom Village	1,100P: Rockaxe City
Deer Antler	5,000P	1,100P: Forest Village	4,000P: Highway Village	5,500P: Headquarters
Book	4,000P	3,500P: Forest Village	6,000P: Crom Village	7,300P: Rockaxe City
Native Costume	1,700P	800P: Gregminster	1,900P: South Window	2,500P: Highway Village
Flute	400P	200P: Headquarters	550P: Forest Village	700P: Rockaxe City
Crystal Ball	3,000P	300P: Crom Village	500P: Forest Village	7,000P: Kobold Village
Wine	1,200P	650P: Gregminster	1,500P: Crom Village	1,900P: Rockaxe City
Candle	500P	200P: Rokkaku Town	600P: Kobold Village	750P: Crom Village

SUIKODEN II SECRETS

Fun in the Baths

When you recruit Tetsu in Lakewest, he returns to your castle and builds a Bath in the eastern wing, below the restaurant. When you press X a list of commands appears, allowing you to remodel the baths and leave or take items. Mysterious events will occur if you leave the right combination of items. Give some of these options a try!

1. Take Viktor and Flik into the Cypress Baths.
2. Take Viktor, Flik, and Nina into the Marble Baths.
3. Take Viktor and Flik into the Jungle Baths.
4. Place six Chinese Dishes around the Baths.
5. Take Bolgan, Gantetsu, and Long Chan-Chan into the Baths.
6. Place six Hex Dolls around the Baths.
7. Place six Hex Dolls and two Graffiti around the Baths.
8. If you have both Abizboah and L'Roladia in your party, place six Octopus Urns around the Baths.
9. Place three Knight Statues on the Boy's side and three Goddess Statues on the Girl's side.
10. Place six Vases and two Flower Paintings around the Baths.
11. Place six Blue Dragon Vases and two Landscape Paintings around the Baths.
12. Set a Peeing Boy Statue in the upper right pedestal on the Boy's side of the Baths.
13. Place six Persian Lamps around the Baths.
14. Enter the Baths 20 times after your castle reaches Level 4, if you enjoy bathing outdoors.



The Blocked Staircase in Radat

You may have noticed the well-guarded staircase in the Item Shop in Radat. The woman there will not let you go upstairs for any reason whatsoever! There is, however, an easy fix to this curiosity-inducing situation! Viki botches her teleporting jobs every once and a while (marked by "Huh?" instead of "Shazam!" in her dialogue box) and there's a chance that she'll send you to that inaccessible room. Inside you'll find five treasure chests filled with some nice booty (a Mole Suit and Blue Gate Rune top the list!). Grab the items before the woman hears you rattling around!



Special Spells for High-Level Casters

When your characters can use Level 4 magic spells, try attaching two different Elemental Magic Runes (i.e., Lightning, Fire, Water, or their advanced partners) to them. Certain Rune combinations cause an extra spell that combines the strengths of both runes to appear on the spell list. These extra-powerful spells come in handy against the more powerful enemies.

SUIKODEN II

Spell Name

Components

Effect

Blazing Camp

Fire (Rage) + Lightning (Thunder)

2,000HP damage to one enemy and 1,300 HP damage to remaining enemies

Thor

Lightning (Thunder) + Water (Flowing)

2,000HP damage to one enemy and heals all allies' HP

Water Dragon

Water (Flowing) + Wind (Tornado)

800HP damage to all enemies and heals all allies' HP

Storm Fang

Wind (Tornado) + Earth (Mother Earth)

1,000HP damage to all enemies

Scorched Earth

Earth (Mother Earth) + Fire (Rage)

1,300HP damage to all enemies



The Strange Tale of Clive and Elza

You are introduced to this strange couple early in the game during your initial stay in Muse. But the fun doesn't stop there. Clive continues to hunt the elusive Elza throughout the game—but only if you're quick enough to meet certain timed deadlines. Because this sub-quest is intensely time critical (requiring you to complete the game in under 20 hours!), you may want to save this until your second time through.

Location

Event

Play Time

Muse City

Meet Elza and Clive; confrontation in front of the city gates

N/A

South Window

Recruit Clive once you have transportation to Lakewest

N/A

Lakewest

Receive a letter from Elza from the Innkeeper

11 Hours

Forest Village

Enter the Trade Center with Clive and he'll meet up with an Elza look-alike

13 Hours

Highway Village or Rockaxe

Enter the Inn with Clive and ask about Elza's whereabouts

14 Hours

Radat

Enter the Pub with Clive after you've cleared Rockaxe Castle and liberated the city and watch the fun unfold

15 Hours

Muse City

This event occurs if you climb to the top of Jouston Hill with Clive

N/A

Sajah Village

The final bout between Clive and Elza occurs once you've invaded Highland

20 Hours

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The screenshot shows the 'INTRODUCTION' page of the 'STAR WARS THE GUNGAN FRONTIER' Prima Fast Track Guide. It includes a 'Prima Fast Track Guides' logo, a 'Prima Games' logo, and a 'Prima Games' logo. The page features a 'Prima Games' logo and a 'Prima Games' logo. The page also includes a 'Prima Games' logo and a 'Prima Games' logo.



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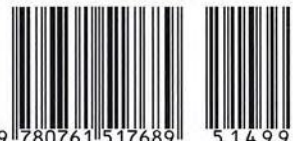


Clive
"Finally...I've finally caught up
with you. As an officer of the
Howling Voice Guild, I'll see that
you pay for your crimes."



Neclord
"Did you really believe you could
destroy an undead vampire?"

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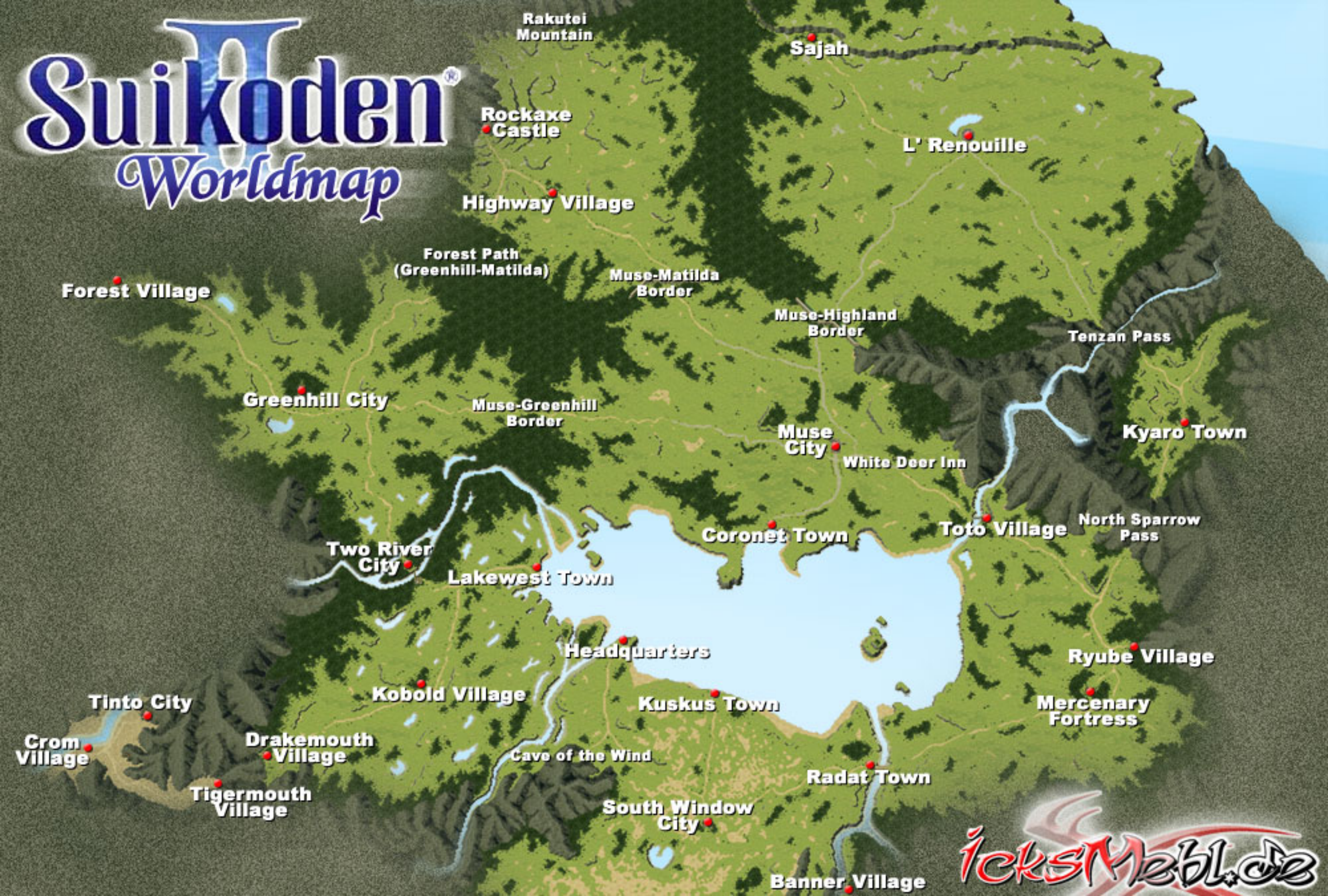


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